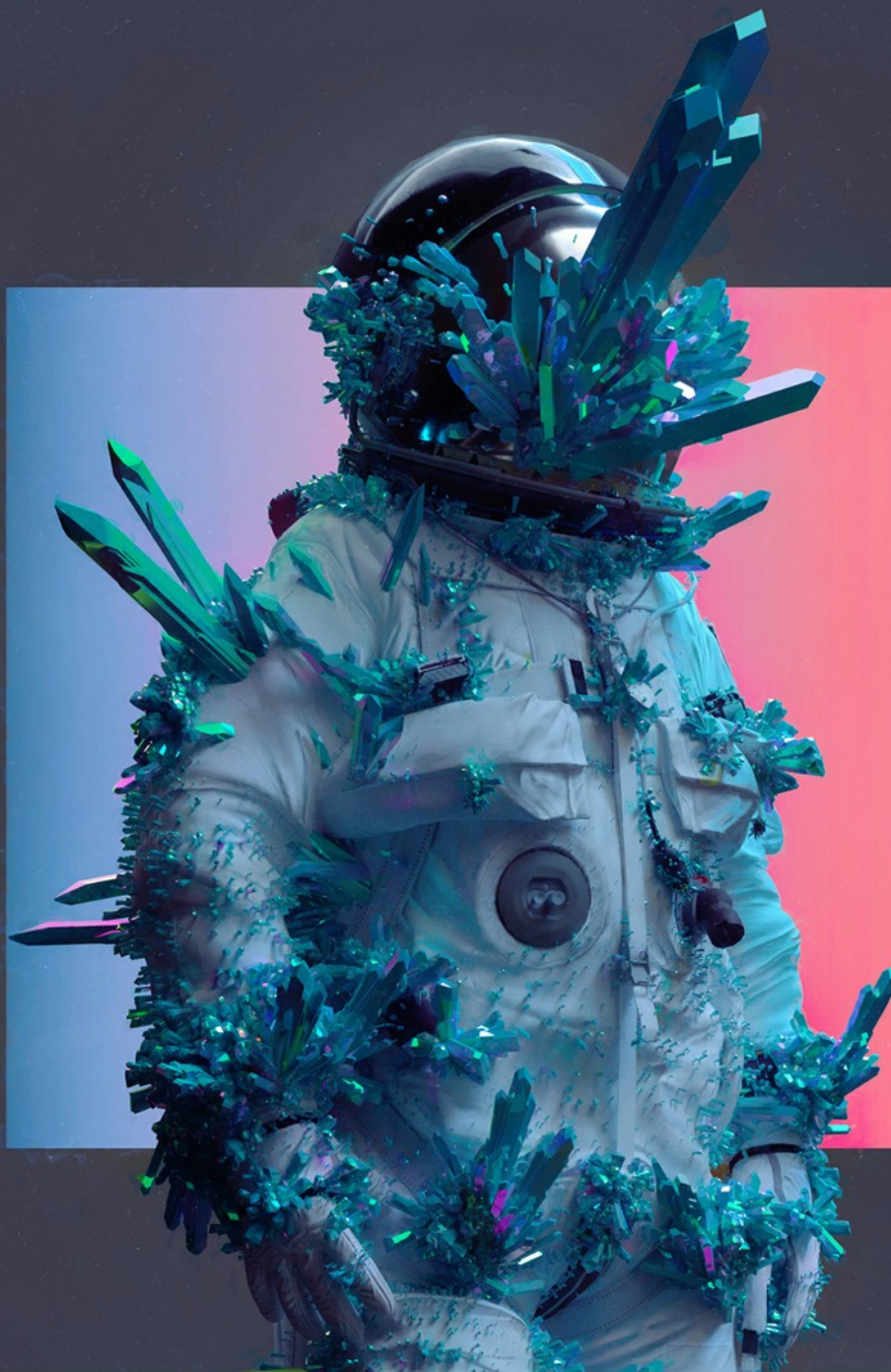


TIMEWATCH

APOCRYPHIA



GUMSHOE
Community

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INTRODUCTION

This book is designed to provide a wealth of new information and options for any TimeWatch game. The key is that it is all apocryphal. While every effort has been made to incorporate details provided in both the TimeWatch core rules and the supplement, 'The Book of Changing Years', you are free to decide for yourself what is or isn't true within these pages.

The advantage of a time travel is that what is true can change. You might decide that there is a global famine in 2043 but that as a consequence of your PCs actions that it never happened or maybe it didn't happen but now it does. Any of the PC's actions could cause events to change and you don't necessarily have to justify why (unless the PCs do a lot of investigating).

Chapter 1: Characters

Here you will find new archetypes, consisting of various departments and roles within TimeWatch, which PCs may have fulfilled before becoming field agents. You'll also learn about three non-human species that can be recruited by TimeWatch.

Chapter 2: Gear

This provides a selection of equipment that agents may either encounter or find useful on their missions. Upgrades and accessories for autochrons and tethers can be found here.

Chapter 3: Time Travel

Providing a deeper look into the mechanics of time travels, the perils that time travelers may face, and new forms of time travel are explored here.

Chapter 4: Timeline

This provides the main focus of this book, providing a timeline that stretches from 4.5 billion years ago, when the planet Theia collided with our own, to 100 trillion years into the future when our universe ends. The emphasis is on what is to come but with time travel what happens in the future can impact the past.

TimeWatch itself isn't immune to alterations in history, as much as they try to protect themselves. This allows you to include any of the new information about the organization or ignore it. Maybe they did used to use gremlins to sabotage other people's time machines but history was revised and they are now unaware of the practice.

Reality is fluid in a TimeWatch campaign, with both the past and the future able to be rewritten. PCs are ideally suited to learn what was and what will be, as well as being able to decide if their current timeline should be protected, reverted, and changed.

Apocrypha contains the following chapters:

Chapter 5: Antagonists

Time is filled with dangerous opponents. Here you will find rival time travel organizations wishing to reshape history for their own ends, beings that exist between seconds, dragons, and Martians.

Chapter 6: Campaign Frames

Put on spandex and a cape to protect the timeline of a comic book universe where there is always a crisis or crossover event to make continuity that bit more complicated.

Chapter 7: Adventures

Your TimeWatch agents must get Edgar Allen Poe expelled from college in 'Nevermore', solve the mystery of King Umberto I and his doppelgänger in 'One Man, Two Lives' and prevent the world dying laughing in 'Stop Me If You've Heard This Before.'

CHAPTER 1: CHARACTERS

ARCHETYPES

Archivist

Being the keeper of TimeWatch's record of what was and will be is a double-edged sword. While it gives access to possibly the most complete record of human history archivists are most vulnerable to instability when that history changes. This is mitigated somewhat by working within the Citadel, outside of time, but in the field the more they know the less they feel able to act.

Paradoxically the less accurate historical records are the better it is for time travel. Knowing the general details of an event can be useful but having an accurate record of what does or doesn't happen can restrict their actions. As such archivists consult records that might be missing vital details, inaccurate, or entirely false. Consulting transcripts of interviews with witnesses (or accessing memory downloads) are better still, as they could be mistaken or lying.

Still, archivists take the greatest risk by exposing themselves to this knowledge, which is why historical records are stored so securely. They endanger themselves by exposing themselves to potential instability and take on the responsibility of deciding what information to pass on to agents. If, as a result, history changes they either suffer the consequences or find ways in which to explain how they came by information that is now no longer true.

An archivist usually becomes a field agent because they can no longer just read about adventures. They want to experience them first hand and see historical events with their own eyes. Their presence on a team is often beneficial, as they act as walk repositories of information, although they are not above lying to their teammates to avoid paradoxes.

They also may be privy to forbidden knowledge. There is a whole section of the archive that holds historical records for divergent timelines. This is kept hidden from most agents since it implies that those timelines are of equal value to the prime timeline, but those archivists who have received sufficient clearance will be well versed in their details

Investigative Abilities (10 points): Anthropology 1, Bureaucracy 1, History (Ancient) 2, History (Contemporary) 2, History (Future) 2, Research 2

General Abilities (3 points): Preparedness

Chauffeur

Sometimes TimeWatch just wants to get agents from A to B, which is when they assign a chauffeur. A chauffeur is not only skilled in using an autochron but most vehicles and mounts. A chauffeur takes agents where they need to be and is already ready to come to their rescue or make a quick exit.

Agents, especially novices, might not be assigned their own autochron or an agent might have proven themselves great investigators but completely inept with temporal science. Agents might also find themselves in the same time zone and need to travel great distances without their autochron, requiring someone familiar with local means of transport.

Chauffeurs don't usually do much investigating themselves but they pick up a lot of information about the time zones they travel through. They know enough about mechanics to repair and maintain their means of transport and how to use street contacts to get the parts they need. Most are keen to learn how to drive or pilot any new vehicles they encounter or ride any mounts they encounter.

Typically a chauffeur is assigned their personal autochron, installed in a vehicle with chromomorphic technology to allow them to blend into any era. Some view themselves as tour guides, taxi drivers or getaway drivers (and TimeWatch recruits from these professions).

Eventually, there comes a day when they are satisfied with just waiting in their vehicle and get promoted to investigator. They never lose their need for speed or their encyclopedic knowledge of the best route to take in any place at any time.

Investigative Abilities (9 points): History (Contemporary) 2, History (Future) 2, Streetwise 1, Time Craft 3, Trivia 1

General Abilities (23 points): Athletics 5, Tinkering 5, Unobtrusiveness 5, Vehicles 8

Deep Time Explorer

TimeWatch is far from mapping out all of history. There are still large gaps in their knowledge. Millions of years both in the past and the future that are still unknown. These areas are designated deep time and explorers are sent to methodically learn everything there is to know and bring that information back to the Citadel. This role is offered to those without fear and who have an unquenchable wanderlust.

Deep time explorers are usually sent in autochron vessels, which can act as their base of operations when they arrive at their destination. They are modified to travel larger periods of time more quickly and equipped with all the facilities needed to maintain the time machine, as it is expected that the explorer will be self-reliant.

Deep time explorers must survive extremely harsh conditions and deal with bizarre situations. They travel further than many other agents, in some cases going to places that no other human has or will. Those who make it back alive and don't go missing are recognized for their abilities and can be offered a position as a field agent.

Investigative Abilities (11 points): Anthropology 2, Architecture 2, History (Ancient) 2, History (Future) 2, Outdoor Survival 3

General Abilities (16 points): Athletics 3, Medic 2, Preparedness 4, Scuffling 4, Shooting 3

Gremlin

When a prospective time travelers' time machine doesn't work this could be due to a TimeWatch gremlin. They are primarily despatched when the citadel learns that someone is going to attempt time travel but don't yet have any evidence that they have. Time is filled with too many time travelers as it is so preventing more makes everyone's life easier.

A gremlin is assigned to get close to the time machine and sabotage it in such a way that the would-be time traveler can't repair it or gives up.

They might sneak into their lab or join a research team, all so that they can get close to the time machine. If this isn't possible they might burn down their lab or financially ruin them so that they can afford to complete their work.

Investigative Abilities (6 points): Forgery 2, Hacking 2, Science 2

General Abilities (23 points): Burglary 4, Disguise 3, Tinkering 8, Unobtrusiveness 5, Vehicles 3

Financier

In theory, TimeWatch has unlimited funds but this isn't something that the Citadel takes lightly. It might be simple to forge any currency that is required but this can play havoc with the economy if time travelers destabilize it. Financiers keep track of what agents spend and ensure that it is balanced by removing an equal amount from the time period (either through sales or theft). In later periods hacking can digitally add or remove funds from an economy.



Financiers are known to be bean counters and number crunchers, with a reputation for being very reluctant to grant agents request for funds. What people forget is that these bureaucrats are also responsible for pulling off the greatest heists in history, stealing valuables when mere forgeries just won't do.

When assigned to the field a former financier always seems to have access to the right equipment. They deny that this is to do with siphoning off funds or calling in favors with their former department but they rarely seem to want for anything.

Investigative Abilities (10 points): Bureaucracy 4, Forgery 3, Hacking 3

General Abilities (8 points): Burglary 4, Preparedness 4

Resettlement Officer

It isn't always possible to allow someone to remain in their own time period, to preserve the timeline. For example, agents prevented Christopher Marlowe from being assassinated by a time traveler determined to prove he wrote the works of Shakespeare but the agents couldn't let him stay in Elizabethan England so they faked his death and resettled him in 1950s New York writer on a major television show.

In some cases, whole communities are fated to be destroyed but TimeWatch agents can't always let innocent people die, especially when history says their bodies are not found. In these situations, TimeWatch allows a small number of people to be moved through time to settle in locations where their presence won't affect history.

Resettlement officers are tasked with finding places to put these errant orphans of time, provide them with new identities if needed, and help them adjust to their new homes. Resettlement officers tend to develop strong bonds with those they help and when they become field agents often know someone in any time zone they visit who might be able to help or they just want to check in on.

Investigative Abilities (8 points): Bureaucracy 1, Charm 2, Forgery 2, Outdoor Survival 1, Reassurance 2

General Abilities (7 points): Medic 4, Vehicles 3

Resurrectionist

When history records that someone has died but TimeWatch wants them to live, without changing history they use a resurrectionist. Their job is to fake the individual's death, saving them while convincing the world that they died. This starts with learning the exact circumstances of the death, while not viewing the event themselves (as the resurrectionist knows that they run the risk of instability by changing something they know happened.)

The easiest jobs are those where no body is ever recovered. If the individual's ship sank the resurrectionist is waiting nearby with a lifeboat. If their plane crashed the resurrectionist ensures they are on the flight themselves and clock's out with the target before the crash. These assignments are usually assigned to novice resurrectionists.

The harder assignments are those where the body is identified but this isn't an insurmountable challenge. Resurrectionists can clone bodies (once they have a genetic sample), rewrite DNA and surgically alter the teeth of a corpse to match the subject. The use of holograms or actors can be used to save the target and leave the fake corpse in their place.

Charming witnesses, altering medical records, and otherwise adjusting the records of what happened can further conceal the fact that the individual didn't die. The biggest piece of evidence to be concealed is the subject themselves, who are usually relocated by a resettlement officer.

Resurrectionists are usually very creative and will eventually impress their superiors to the point where they are assigned as field agents. A former resurrectionist knows never to entirely trust historical records and that the dead can still be saved.

Investigative Abilities (11 points): Bureaucracy 2, Charm 1, Forgery 2, Hacking 1, Medical Expertise 4, Science! 1

General Abilities (6 points): Burglary 3, Unobtrusiveness 3

Shepherd

When TimeWatch needs a community or group of people to be protected they assign a shepherd. These soldiers are assigned to watch over their flock, often without them knowing, ready to strike down any potential predators with lethal force. They are usually assigned to places and periods where the flock is vulnerable, usually without the protection of a stable society. This could be the inhabitants of a medieval village, war refugees, or survivors of a disaster. The flock isn't always important as individuals but they are usually important to time, such as being the ancestors of an important individual or founders of an important city.

A shepherd has to have patience, assigned for years in the field. They have to be solitary, spending time alone watching over the flock, while still retaining empathy for their charges. They have to have the discipline to only protect the flock from time travelers and not help them when they struggle with obstacles native to their time. They must be able to make the tactical decision to engage an enemy or summon support.

After a tour of duty, a shepherd is usually assigned to field work so that they can explore different time periods. They can find it hard to ever truly relax and tend to be especially protective of their fellow agents.

Investigative Abilities (9 points): History (Ancient) 1, Military Tactics 3, Notice 3, Outdoor Survival 2,

General Abilities (9 points): Scuffling 3, Shooting 3, Unobtrusiveness 3

Time Vector Analyst

Autochrons move relative to time within the Citadel. When activated they send a signal, allowing their path to be plotted and charted. Time Vector Analysts work side by side, manually inputting these flights. This creates spiral dotted lines (color-coded for each autochron) up and down the timeline.

This not only allows TimeWatch to keep track of their agents but can also reveal larger patterns, such as when multiple agents begin to move towards a particular time and place. These logs can be reviewed if it becomes important to know where an agent has been. An analyst can also remotely divert an autochron if its destination is too near an early version of itself or will intersect with another TimeWatch agent (especially if they are out of synch).

Once promoted to field agent a former time vector analyst still recalls a lot of the data they've processed. They recall whether other agents may be in the area or time periods with a particularly high number of incidents that required investigation. Sometimes they may be required to investigate autochrons that went missing on their watch.

Investigative Abilities (8 points): Bureaucracy 2, History (Ancient) 1, History (Contemporary) 1, History (Future) 1, Notice 1, Paradox Prevention 2

General Abilities (0 points): None

ALTERNATE SPECIES

Cyros

An artificial crystalline species, constructed with the express purpose of repairing damage to time itself. Most cyros are remote, acting ruthlessly to carry out their mission without mercy or regard for human life. Some become infected by humanity and believe that there is a better way to do things. These deserters adopt organic bodies and join TimeWatch.

Working alongside other agents they learn more about empathy and have to interact with others. Initially, they can seem rude or emotionless but given time they can show extreme loyalty and kindness. The longer they live and work alongside living beings the more they develop their own personality and sense of individuality.

The betrayal of these agents is never forgotten and they can expect other cyros to either trap them in time or outright kill them. Once their organic body ceases to function their mind will automatically be projected to the far future where their individuality is stripped away and they are downloaded into a new body, to continue their ceaseless work.

- A cyros can spend a stitch to create a projection of past or future events. The further removed the incident is in time the more stitch must be spent (as determined by the GM). This may allow certain entities to bleed through from one time zone to another.
- A cyros can temporarily roll back time by spending a stitch. Any action that has just occurred can be interrupted. If not interfered with time rolls onwards and the same outcome occurs (so a new roll is not required if the action is the result of a test).
- A cyros can spend a stitch to create a duplicate of an item for a scene (determined by the GM). The object can be no bigger than something that the cyros can hold in their two hands. It is otherwise identical to the duplicated item at the point of duplication.
- Due to their limited emotional range, a cyros can spend a maximum of 1 point on Interpersonal abilities.

Immortals

Throughout history, certain individuals simply cease to age and can't die through conventional means. Sometimes this is triggered by an act of violence, a first death, while others become functionally immortal upon maturity. There doesn't seem to be a genetic component. Children of immortals lack the gift of their parent, aging and dying as normal.

The only clue is that accidents involving time machines and other temporal technology can bestow immortality. TimeWatch has a theory that when time is altered, even if history is restored, there are individuals who exist at the eye of the storm, a point of stability among instability.

Whatever the reason immortals are rare. Rarer still are those who become time travelers but they pose a serious concern for TimeWatch. Most time travelers lead a finite lifetime, so no matter if they live for hundreds of years there is only a finite amount of time they can fill. A time-traveling immortal, however, could theoretically loop around and around until all they compose all matter in existence. This would be a problem.

To this end, TimeWatch tries to limit, if not outright prevent, an immortal's travels. The exception are those that they recruit. This allows them to strictly control their travels and benefit from having an agent who may have already lived through a good portion of known history.

- An immortal doesn't age or need to eat, drink or sleep (although they certainly can feel hunger, thirst, and tiredness). They are resistant to most diseases of terrestrial origin.
- Unless their body is completely destroyed, when they would normally die they are instead lost until they heal from their wounds, recover their memory, or free themselves from where they've been trapped. They will surface again years later (the GM decides if this takes decades or centuries).
- When PCs are at any point of history an immortal doesn't need to make a travel check to be there, they can simply spend a stitch to reveal their past self was there. If PCs make contact with this version of them and reveal anything about who they are or the immortals future a paradox check is required. Immortals become adept at preventing they don't remember people or hinting that they do.
- An immortal doesn't need to make a travel check to travel forward in history. They can simply wait, no matter how long this takes, to get there.

- Paradox has a greater impact on an immortal, as they've got more personal history that can be impacted. The difficulty of paradox tests is stepped up by one (with the exception of travel tests and severe paradoxes).

Sasaqua

The ocean is home to an aquatic humanoid race, that has existed since ancient times. They have existed largely in secret and have a complicated relationship with humans. TimeWatch has prevented the sasaqua from attacking the surface (sometimes for justifiable reasons) so their relationship has generally been antagonistic.

Some sasaqua have come to understand that alterations to the history of Earth can impact their species as well, particularly when it comes to the fate of oceans. These sasaqua have been successfully recruited. They may specialize in investigations related to the sea but their aquatic abilities come in useful in other situations.

- The Difficulty of Athletics tests involving swimming or Unobtrusiveness tests in and around water is reduced by -1.
- As an amphibian, a sasaqua can naturally breathe both above and below water.
- Many sasaqua have tentacles, in addition to their humanoid arms and hands, reducing the Difficulty of Burglary tests to pickpocket, use sleight of hand, or lock pick by -1.
- A sasaqua can use interpersonal abilities to converse with aquatic species, although limited by the creatures' intelligence.
- sasaqua come in many forms, some more human than others, but all have some aquatic traits, most noticeably scaly skin. Unless covered up and taking care to conceal their face they are recognizably non-human. sasaqua need to use Disguise or a holographic projector to avoid causing a panic.
- A sasaqua dehydrates quickly. If not immersed in water during an 8 hour period treat them as if suffering from extreme heat.

Star Child

For advanced alien species when a child has to be exiled from their own world they are sent on a one-way trip through time. Due to the peculiarities of time travel, they are inevitably drawn to Earth.

Either the child appears human naturally or has been genetically engineered to disguise their true nature. The lucky ones are found and raised by human foster parents. Depending on their age when they were exiled a star child might not even be aware they aren't human until they reach adolescence when their inhuman powers begin to manifest.

Most star children never fit in entirely. Not only is this because of their origin but because they aren't part of the original history. Without even knowing it they have a habit of disrupting history. People instinctively feel this, knowing that the star child is out of place, no matter how hard they try to fit in.

TimeWatch tends to encounter star children when they are investigating the unintentional divergences they produce. The organization will attempt to take them into their care, helping them fit into society and gain control over their abilities in return for helping their investigations.

Some star children hope to learn about who they are and eventually return to their homeworld. Others seek protection from the forces that required their exile in the first place. Some are just happy that as part of TimeWatch they finally belong.

- Star children are usually empathic, bordering on psychic. When using interpersonal skills (such as Charm, Falsehood Detection, Reassurance, Taunt) they receive strong feelings or flashes of thought that guide what they say or what they learn from an individual.
- The star child's species may have some renown among other aliens. A point of authority can be spent to invoke this renown in any alien that is encountered, demanding reverence and caution, if not obedience.
- A point of Athletic can be spent to reveal an alien power for a scene, whether it be great strength, resistance to certain compounds, tapping into a telepathic network, or the ability to melt metal. The GM has the final say over what is acceptable.
- The difficulty to medically treat a star child is increased by 1. No matter how much experience a medic has unless they are of the same species treating a star child always has unexpected complications.



CHAPTER 2: GEAR



Alternative View

Cost: Difficulty +1

Future, Subtle, Super Science

This device takes the form of either a pair of goggles, glasses or a monocle. They are designed to extract visual data from quantum foam, showing what occurred in previous timelines (which have now collapsed). They were originally used for entertainment, allowing a glimpse at what could have been. TimeWatch agents find a much more practical use for them.

When the primary timeline has been changed an agent can use an alternative view to see what should be happening. This is ideal when the events in question weren't chronicled and so aren't contained in a tether.

While the alternative view can display this image in both lenses (in the case of goggles or glasses) most prefer to use just one lens, so they can compare what they are seeing in the other eye.

Using this comparison an agent can spot when someone shouldn't be there (or if something is missing) or how events are diverging in the different timelines. This can help to establish what has changed and sometimes even why. Agents can also use this on text, allowing them to see how the contents of a newspaper, history book, or website differ between different timelines.

When the primary timeline hasn't been changed an agent can view the most recently diverged timeline. If there are several divergent timelines emanating from their current position the alternative view can overload, shutting down until it can be repaired.

Bafflement Post

Cost: Difficulty +2

Future, Subtle, Standard

These metallic posts are roughly four feet tall and intended to be driven into the ground. When active they produce a normally undetectable sonic pulse that interferes with the part of the brain that deals with direction.

Those who get within range of the post (usually around 50 meters) find themselves turning away from it, without knowing. Even if they use a map or other form of guidance their brain will deceive them, pushing them in another direction. They are usually solar-powered but some models may be dependant on an internal battery or external power source.

This is used to keep people away from a specific area. The best effect is achieved by creating a perimeter of bafflement posts around the target area. They can also be spread through an area so that anyone within the region becomes hopelessly lost. Care should be taken as extended exposure can cause nausea and audio/visual hallucinations.

If steps are taken to muffle or blow out sound an individual can make themselves immune to bafflement posts. Certain aliens, with unusual brain structures, are immune to the effects. Creatures with sensitive hearing may be affected but they will also be extremely agitated by the sonic disturbance.

Baseline

Cost: Difficulty +1

Future, Subtle, Restricted, Super Science

In the 22nd century an anti-psychotic drug, baseline, accidentally immunized users from changes in history, allowing them to remember the original history when they first took the drug. To the rest of the world, this appeared that the users were suffering from delusions and so the drug was taken off the market

Former users were able to compare notes and verify that their so-called delusions matched. Some were even able to conclude that time itself had been altered and that they alone were able to recall it. They worked in secret to recreate baseline and form anti-time travel groups (which caused TimeWatch problems). It was only years later that baseline was used by time travelers to ensure that they weren't affected by their own alterations.

It should be noted that a dose of baseline only allows you to remember the current timeline, not the original history. There are baseline users who took a dose when there had been major alterations to history and are now completely adrift in a world they don't understand once TimeWatch changed it back.

A single dose of baseline restores 2 points of choral stability. The reason that TimeWatch doesn't allow free access to this is it can have an adverse effect on time travelers. Time is always in flux, with minor details of no consequence altering without anyone noticing. A baseline user can become disoriented as people's clothes and hairstyle change, lines of dialogue in movies alter or the weather alters within seconds. This seems like a minor side effect when an agent is desperate and about to fade away but it can be an isolating experience, being one of the few people who remember how things used to be.

Chaos Bomb

Cost: Difficulty +3

Future, Blatant, Restricted

When activated these grenades randomly rearrange the past and place the present in a state of flux, within the blast radius (which varies depending on the chaos bomb model used). This can be cosmetic (such as changing what clothes someone is wearing or local architecture) but it can also be more drastic, such as changing someone's gender or switching to a reality in which they died at an earlier point. Even when nothing physically seems to have changed individuals make different decisions than they did in recorded history.

Chaos bombs are an easy, if unsubtle way, to alter history. They were used in a series of dirty time wars in a conflict where the combatants no longer had the patience to carefully manipulate events. Instead, they'd just throw a few chaos bombs in the right time and place and watch history diverge.

These weapons would also be used by dimension scavengers, throwing a chaos bomb into an empty room and then sifting through the random objects that would appear for anything useful. This trivial use of such powerful weaponry wasn't without consequences. Prolonged use could thin the barrier between realities, creating rifts that would suck in anything not securely bolted down. Scavengers would try to mitigate this by operating in the depths of space, moving on once the barrier had weakened.

Chrono Dial

Cost: Difficulty +2

Future, Blatant, Super-Science

This 10 by 10-inch black box has a single control, a dial. It is activated by pressing the dial and turning it. Anything beneath it is placed into its own personal time field. Turning the dial left moves it backwards through its own timeline, moving it to the right advances it through its probable timeline.

The chrono dial is a novelty, although it has some practical uses. One could take an egg and use the dial to not only have it hatch a chick within seconds but have it grow into a chicken and then turn into a plucked chicken carcass, ready to be cooked. One could disassemble furniture, move it to its' new position and revert it to when it was fully assembled.

The chrono dial isn't without its dangers and it can result in paradoxes. Someone could take a half-eaten sandwich and revert it to so it is whole again. The moment someone eats that sandwich the person who ate it before suffers instability, since they now could not have eaten it. When such a paradox occurs it invokes a D4 paradox test, with the loss varying on the size of the paradox.

Large scale chrono dials were built, that could advance the age of a baby so it was fully grown (ready to join a despots army) or advancing the age of prisoner until death. It could also be used to regress a person to infancy, so they could have a second chance at life, or revive the dead. These larger chrono dials were notoriously unstable and the changes they created would often be undone after a few days or hours.

TimeWatch only allows experienced agents to use chrono dials. They can be useful in the field to restore destroyed evidence (for example restoring a burnt letter from ash) or to remove wounds by either accelerating (allowing Timecraft points to be spent instead of Medic) or restoring the patient to how they were before they were injured (triggering a D4 paradox for the user, with the loss equal to the health points restored).

Circadian Medicine

Cost: Difficulty 0

Future, Subtle, Standard

When an agent is jumping backwards and forwards in time it is easy for them to throw off their natural body clock. This causes fatigue, insomnia, and depression. This can be very disruptive to an investigation in the short term and have a detrimental effect on their health in the long run.

Circadian medicine resets the users' body clock, bonding to proteins responsible for the 24-hour cycle of the human body they effectively reset the day. Taken during the morning of the local time zone the agent's body is forced to be synch, giving them refreshing them for the day ahead and making sure they sleep at night.

Circadian medicine becomes commonly available during the early 22nd century, used by both global commuters and astronauts. They are often issued as standard to new recruits once they start spending extend time in the field and need to train their body to rapidly adjust.

The medicine can only stave off fatigue for so long (24 hours) and it is not recommended to take more than one dose with 24 hours. Those who ignore this advice can feel fine one moment and collapse the next, their body simply not able to carry on. In extreme cases, they may suffer a cardiac arrest.

Discovery Sphere

Cost: Difficulty 0

Future, Blatant, Standard

The discovery sphere is used by archaeologists, explorers, the military, and emergency response officers in the late 21st century. It is designed to float or roll through an area, scanning their environment to build a three-dimensional map. This data can be accessed by connecting directly to the discovery sphere or through a wireless link (which a tether can access). It can work in passive mode (scanning everything around it but not moving under its own power).

No bigger than a snooker ball it is filled with an array of sensors, able to record, among other things, heat and radiation levels. It is small enough to fit through small spaces, so it can map large areas but it is not subtle. It has no programming to avoid detection or evade attacks. It can access its' own data, allowing it to plot a course from the map it has built, returning to the user when the recall command is broadcast.

A discovery sphere is designed to link up and coordinate its efforts with other active discovery spheres, increasing the speed in which it scans an environment. Whenever linked spheres come to an intersection they split up, keeping in communication so that they can thoroughly explore complex structures.

TimeWatch agents use discovery spheres when entering unknown territory, with the resulting maps that are generated being uploaded at the Citadel for other agents to consult. Support teams can sent to time periods when an area is safe to explore for the sole purpose of using discovery spheres to map the region to help teams being sent to the same area in more dangerous time periods.

Care should be taken when a discovery sphere is used prior to the late 21st century as there is always the danger that those native to the time zone will see this anachronistic technology while it is remotely scanning the area.

E-Skin

Cost: Difficulty +0

Future, Subtle, Standard

This is a layer of stretchable plastic, lined with LCDs and sensors which is designed to be applied to the wearers' body. The plastic is self-replicating, able to seal any wear or tear. In quiet mode it is virtually impossible, only a close inspection revealing a plastic sheen.

E-skin was primarily designed as a health diagnostic tool. The LCDs could shine light through the body, the amount of light making it through detected by the sensors on the other side. The LCD could then display the flow of blood through the body, pulse, or obstructions. When used in this manner the difficulty of Medic checks related to internal injuries is reduced by 1.

E-skin is nothing is not versatile. It can be used as a tactile interface, the sensors registering touch, and broadcasting a signal to a programmed receiver. In the 22nd century, an e-skin user can bring up the price of their purchases on their arm and pay for them by typing in their credit code into their wrist or summon their aircar by pressing a finger into their palm.

A tether can be synched with e-skin, projecting visual images on to it, rather than an agents' lens. Should their tether be removed an agent could still use their e-skin to control it remotely. As long as they have enough e-skin exposed they can have the LCDs change color to allow them to blend in with their surroundings.

Rather than blending in, they may decide to stand out, having bright, striking images ripple over their body as the peacocking party boys of the 22nd century do.

E-skin can easily be destroyed. While this might be a problem if engaged in combat it also means that an agent can quickly dispose of it should they be in a time zone where the discovery of e-skin would cause a problem.

Emergency Divergence Shifter

Cost: Difficulty +2

Future, Blatant, Super Science

This piece of temporal technology is designed to detect an approaching change in history and shift the user to a point before that divergence occurred. It is small enough that it can be worn as a broach or badge.

It can be programmed to flash before initiating, once pressed, or it can shift the wearer automatically.

The user doesn't need to make a travel test but they also don't get to decide where and when the shifter takes them.

It can be adjusted to take the user shortly before the divergence occurs (giving them an opportunity to stop it) or decades before (giving them plenty of time before history diverges).

Some time travel agencies make it standard procedure for agents to wear an emergency divergence shifter, so they can escape changes in history. TimeWatch doesn't, as a sudden shift can leave an agent without vital equipment, such as their tether or autochron.

They are particularly popular among rebellion organizations. Agents can keep a concealed shifter about their person so that if they are captured their allies can free them by simply creating a divergence at an earlier point in the timeline. If a captured prisoner belongs to a group that is known to use such tactics TimeWatch agents are advised to transport them in the past, to prevent their allies from knowing where they should diverge time.

In the 23rd century, in the years immediately following the wide-spread use of time travel, shifters become popular among those who fear that they will be altered by a change in the past. Very few were prepared when a shift did occur they were deposited in the past, struggling to survive and without a means to return home. TimeWatch is still rescuing these unfortunates and returning them to their proper time and place.

Some TimeWatch agents give shifters to their friends and families, usually without telling them what it is. It allows them to get them out of harm's way when history is altered and, combined with a quantum dot, they can track them down afterward, wiping any memories of what they might have experienced. This could serve as a distraction for an agent and a drain on resources so TimeWatch is careful to who they assign shifters.

Emotion Switcher

Cost: Difficulty +3

Future, Restricted, Subtle

This device resembles a mood ring. The user can turn the gem, inset in a gold ring, changing its color to match the emotion they are trying to evoke (blue for sadness, red for rage, pink for love, etc). They then point the gem at someone within close range and the emotional switcher will scan the individual's timeline for a moment when they felt those emotions and switch them for the emotions they feel currently.

This makes an individual more receptive to interpersonal abilities (if the right emotion is selected). The reason that TimeWatch restricts their use is that switching emotions from another point in an individual's timeline can cause problems.

Switching happiness for sorrow could mean that when the individual is at their father's funeral in the future they can't help laughing or they may not marry the person they were supposed to because an agent swapped their feeling of love for anger.

Agents who do experience inexplicable mood swings may themselves have been the target of someone using an emotion switcher, at some point in their timeline.

Exo-Skeleton

Cost: Difficulty +1

Future, Blatant, Standard

This external rig increases the strength of the wearer, coupling their own muscles with mechanical servos. Early models came into use in 2030, powered by a cable, before being replaced by models with their own internal batteries and a rudimentary AI that automatically corrected the wearers' balance to prevent them toppling over. Exo-skeletons were standard issue for soldiers in the last few conflicts that still despatched soldiers on to the battlefield, allowing them to wield weapons that would previously have to have been mounted.

TimeWatch usually assign exo-skeletons to agents required to carry out labour-intensive activities in the field, such as construction work in the paleolithic era or removing rocks from the path of Hannibal and his elephants. Their bulk design makes them impossible to conceal so are not to be worn in front of natives of time periods before they were invented.

An agent wearing an exo-skeleton reduces the difficulty of any Athletics related to displays of strength (including running and jumping) by -2. If an opponent is successfully struck with an exo-skeleton the damage modifier is +1.

Gravity Harness

Cost: Difficulty +0

Future, Blatant, Hackable

This resembles a tactical vest, composed of a harness with various pouches that hold rectangular gravity generators.

They were designed in the 24th century to generate a personal gravity field for the wearer, primarily for use in zero-g environments. Space travelers could use the gravity harness to generate their own 'down', allowing them to walk freely around their vessel without disorientations. Their use declined with the introduction of artificial gravity as standard in space vessels.

A gravity harness allows the wearer to reorientate their 'down', allowing them to walk along any surface as if it was the ground. This can be used to walk up walls or ceilings. If they choose, they can even 'fall' upwards into the sky.

The default is to generate Earth-level gravity. Tinkering can be used to change this. If reduced a Science! point can be spent on Athletics checks to leap great distance or display great strength. If increased a Science! Point can be used to prevent external forces moving the wearer (although they move more slowly).

The battery packs on a gravity harness are notoriously temperamental. While they can last for months during a space voyage they run down quickly if the direction of gravity is shifted frequently or they are tinkered with (meaning the GM can rule that they are out of power if used too much). If the wearer comes under fire a shot to a battery pack can stun them or even create an explosion.

Health Suit

Cost: Difficulty +2

Future, Blatant, Armor 2, Hackable

Originating from the 22nd century this stylish suit is designed to monitor the health of the wearer and provided immediate medical aide if they are injured. This means that the wearer recovers 4 health points for each day of rest while they recover 2 health points for each Medic point they spend to heal themselves.

When a health suit is assigned it is keyed to the wearer. To make it useable by someone else the suit must be hacked, spending 1 Science! Point.

Hitch Hiker

Cost: Difficulty +2

Future, Blatant, Standard, Super-Science

This resembles a thumb-sized black rod, with a red button at its base. It is designed to detect the use of time travel within the vicinity of the user, at which point the button flashes red. If pressed within two minutes the rod uses some of the temporal wake of the time machine to transport the wielder after it. A travel test isn't required but the wielder must still roll to see if they lose Chronal stability (unless they spend at Stitch).

They arrive at their destination the same relative distance from the time machine they hitched a lift with. So if they were 500 meters southwest of the time machine they at their destination 500 meters southwest of where the time machine land. Their arrival is slightly adjusted by the safety features within the hitchhiker, so they don't appear in solid objects or in view of other people but they could still appear in a dangerous environment. The hitchhiker doesn't indicate where the time machine is to the wielder.

The hitchhiker from the 23rd century when time machines are commonplace. Those who can't afford a time machine of their own may instead purchase a hitchhiker and take their chances hopping through history. Some time tours give their customers hitchhikers so they don't need to return to the time machine when it is time to return home or move on to their next location.

TimeWatch can allocate a hitchhiker if an agent wishes to transport individuals through history without giving them access to an autochron. This supposes that the time travelers' time machine is the only one within the effective range of a hitchhiker (which does vary depending on the model). As there is no indication of which time machine has activated the hitchhiker it can mean that the wielder follows someone other than the agent.

Agents might find that someone is hitching a ride with them. Their indications are subtle but an agent might notice slight turbulence during transit, unexplained energy fluctuations, or fuel drain. Timecraft can alert them to the cause of the problem but they would still need to locate the hitch hiker.

Nanofabricator

Cost: Difficulty +4

Future, Blatant, Standard, Hackable

The size of an average 21st century microwave this breaks down raw materials and recombines them on a molecular level, printing it out within the box-like frame of the nanofabricator. Virtually anything can be created within, from food to advanced tools.

A nanofabricator is programmed with the blueprint of other thousands of common objects. Commercially available nanofabricators were programmed to only accept blueprints provided by the manufacturer but people soon found ways to hack them to accept new blueprints, which people shared over the quantum internet.

Tinkering can be used to have the nanofabricator build new objects, and even exact replicas. They can also be used to bypass their restrictions on producing weapons, explosives and radioactive materials, which can make them extremely dangerous (and was the reason they were eventually banned).

TimeWatch does allow agents to requisition nanofabricators but agents are warned to take extreme care. If a nanofabricator was to fall into the wrong hands it could cause untold damage, able to produce virtually anything as long as it had the required raw materials and power to operate. It is thought that legends of wish granting genies in lamps may trace their origins to a nanofabricator.

Plasma Claw

Cost: Difficulty +1

Future, Blatant, Standard

Modeled after a pistol shrimp's claw, this device can be worn like a glove or is sometimes installed on robots. When activated the top claw snaps down onto the curved bottom half at incredible speed. Above water, this can inflict +2 damage on a successful strike.

Underwater this snapping action forces forward a stream of water so fast it becomes super-heated, as well as unleashing a shock wave. The plasma inflicts +2 damage but everyone in a 90-degree arc within close range must make a Difficulty 4 Athletics check or be pushed back one range band.

The plasma claw wasn't designed to be a weapon, but as a tool. In the mid-21st century, it is used for underwater construction and exploration. It can even be used to purify water. In addition to producing a burst of light when used it is also very noisy, so much so that it can interfere with sonar.

Quantum Dot

Cost: Difficulty +1

Future, Subtle, Standard

This is a tracking device, specifically designed for time travelers. The delivery system is a small metal disc, only a few inches in diameter. Once placed on a living target the disc dissolves, the quantum dot itself binding itself to the subjects' quantum signature.

The dot alerts the users' tether if the subject leaves their current time frame. This allows them to initiate a time chase within two rounds, even if they aren't within long range of the subject. If they don't wish to initiate a chase they can use the information from the quantum dot to home in on the general place and time period they went to, reducing the difficulty by 1.

The quantum dot keeps a log of any time jumps. A tether can scan a quantum dot to learn where a person has gone and for how long. This allows an agent to keep tabs on a time traveler and reconstruct their trips through history. Timecraft or Science! can be used to fool a quantum dot.

The final use of a quantum dot is useful, even if the subject isn't a time traveler. If the timeline is altered the quantum dot remains bonded to an individual, as long as they exist within the new history. This can allow an agent to track down individuals no matter how much the rest of the world may have shifted.

A quantum dot can be removed using a tether, Timecraft or Science!

Incognito Mask

Cost: Difficulty +0

Future, Blatant, Standard, Chronomorph

There are many reasons why you might not want people to see your face. The less people know about you the harder it will be for them to track you through time and attack you in the past. You might not want your past self to see you and trigger instability. Not having your face recorded is also just common sense when doing something illegal.

An incognito mask is designed to protect an individual's identity without raising too many questions about why they are wearing a face covering. It is designed to morph into a mask that would be acceptable to be seen in public with, regardless of the time period and society. It projects a subtle mental command for viewers to simply accept that the individual is wearing a mask and accept it.

This isn't mind control and so witnesses will remember what the masked look like. In areas of high security, an individual wearing a mask will still raise alarms unless the individual can come up with a good reason why they are wearing it. Nonetheless, it allows the wearer to walk the streets, be a public space, or attend gatherings while wearing a mask appropriate to the setting.

This only conceals the face so non-humans would still need to use holo-projectors to disguise their true nature. A sophosaur in an incognito mask is still a sophosaur in a mask.

Reality Suspension

Cost: Difficulty +2

Future, Subtle, Standard

This belt induces a state of instability. To the outside world, you simply don't exist. The user is invisible and insubstantial. Communication with others is only possible through the use of electronic devices or telepathy. When activated or deactivated roll 1d6. On a 1-3 the user is fine and on a 4-6 they lose 2 stability points. Each hour of use drains a further point of stability.

A reality suspension belt is used for observing events completely undetected or when infiltrating well-defended areas. They are highly dangerous, as they can fail to restore the wearer to reality. Users should be aware that certain creatures that exist outside time can see and physically interact with those whose reality has become suspended.

REM-Tag

Cost: Difficulty +1

Future, Blatant, Standard

Sometimes, after you've wiped someone's memory, you find that you need them to remember again. This is when you use a rem-tag. Unlike a mem-tag this coin-sized device doesn't transport the subject to the Citadel. Instead, it activates the parts of their brain that deal with memory (which is why it is usually placed on the forehead or the back of the neck), allowing them to recall anything that was suppressed.

Technicians specially build a backdoor in their memory wipes that allow a rem-tag to work but memories which have been suppressed or altered through other means (for example by psychic influence) can also be recovered to a lesser degree. The subject is under no obligation to share these recovered memories but does have access to them.

This only lasts while the rem-tag is in place and for the length of the power-cell life (about 10 minutes of continuous use). Once removed the subject not only forgets the suppressed memories but doesn't remember the short period of time when the rem-tag was active.

TimeWatch agents are forbidden from trying to use the tags on themselves or each other. While it does support the theory that agents have their own memories edited this is also because long term use can cause dementia, as the brain is overactive. Insomnia, hallucinations, and paranoia are common for those who regularly rem-tag themselves.

Tactical Vomit

Cost: Difficulty +2

Future, Blatant

Also known as a breath weapon this is a fleshy pocket surgically implanted in the throat. It can be pierced by the users' tongue, allowing them to squirt a potent chemical at anyone within close range. This can be one of the following:

Acid: A potent acid that does Damage +3 on a successful attack. It can eat through metals and neutralizes after a few seconds.

Fire: This chemical ignites in contact with air. It caused Damage +2 on a successful attack and is useful for setting fires.

Shock: On a successful attack the chemical causes Stun 5 on an organic opponent, as their body goes into shock.

Paralysis: The chemical turns into foam upon contact with air, enough to cover a full-grown human. It hardens after a few seconds, binding them unless they have the strength to break free.

Tactical vomit is the concealed weapon of choice in 2063 when bio alterations are in vogue. They can only be used once but can take opponents by surprise. Once expended the user must consume a new chemical packet, holding it in their mouth for several hours until their flesh pocket heals around it. This allows the user to change what type of 'vomit' they are packing.

There is an obvious danger to tactical vomit. Their flesh pocket to be prematurely punctured, whether it be from a blow to the head or a fall. An inexperienced user might also not be able to spit the vomit before it activates within their body. This can lead to a very nasty death or injury.

While TimeWatch doesn't carry out tactical vomit surgeries themselves they don't prevent agents from acquiring them from 2063 onwards. Those who do use them and survive can be seen as monsters by earlier civilizations and their flesh pocket may be discovered by an internal medical examination.

Thumper

Cost: Difficulty 0

Future, Blatant, Standard

This 3-foot tall pole is used by archaeologists and surveyors in the mid 21st century. Once planted in the ground a hammer drops with great force from the central shaft. The thumper monitors the vibration, detecting and analyzing it as it moves through the ground and rebounds against solid objects. This provides an image of a 20 ft radius what lies roughly 50ft beneath the surface, which can be relayed through an exterior screen, a connected computer device, or a tether.

Multiple thumpers can be linked, arranged in a circle, and linked to provide a picture over a much wider radius and up to 300 ft down. Care must be taken as such powerful seismic disturbances can damage buried items, pipes to rupture, or cause underground passageways to collapse.

TimeWatch agents usually requisition thumpers when they wish to discover buried secrets without wishing to disturb the area (or simply don't want to dig). They are not subtle tools and take time to set up, especially if multiple thumpers are employed. At least one team of TimeWatch agents have been able to use a thumper to distract a hostile life-form that hunted using vibrations.

Time Scalpel

Cost: Difficulty +3

Future, Subtle, Restricted, Super-Science

Just as the genetic past of a person can be deciphered from their DNA their future is woven into their time aura. Those able to perceive individuals' timelines can see the threads that pull them to their destiny, like puppets on a string. The time scalpel was designed to cut and alter these threads by altering quantum probability.

Appearing as a scalpel made out of dark jade-like material, inlaid with glowing circuitry and lights, the user visualizes the subjects' timeline and symbolically moves the blade around them. Most people don't like scalpels being waved so close to them so these operations are best done when the subject is unconscious or unable to resist.

The blade can remove an event, person, or place from someone's future timeline. Time will conspire so the event never happens, they don't meet the person or they don't go to the place. The difficulty depends on the importance it has to the subject. A minor event is difficulty 4, a major event 5, and a crucial event 6. If the user wishes to add an event, person, or place to a person's timeline the difficulty is increased by +1. Timecraft points can be spent on this roll.

The user always triggers a paradox test. D4/L4 if the operation is a success and D4/L4-P if it fails. The GM may increase this if the alteration affects the users' own timeline.

This advanced instrument of time manipulation is usually found in the possession of advanced species (such as humanity) or those who can perceive the ways that time can branch and seen as dangerous by TimeWatch. It allows time to be altered without having to travel to pivotal incidents. Luckily once the affected individual has been scanned an autochron can lock on to where and when the operation took place to investigate who did it.

While it's primary use is to avert events the fact that it can add new ones can make the time scalpel appear magical. It can grant wishes when used to make someone rich, put them in a position of power or let them meet their true love. It can also curse them, ensuring they lose their job, their partner leaves them or an accident befalls them. It is suspected that some myths of magic wands may be time scalpels that fell into the wrong hands.

TETHER UPGRADE

Anachronism Detector

Cost: Difficulty +0

Items that exist before their native time period begin to breakdown, leaving a trail of anachronistic particles that a tether can be programmed to detect. When activated it scans the air in the nearby vicinity for traces of these particles. If they are detected it can calculate which direction they are originating from. This works best outside, particularly when there are strong winds, but it can scan a room to detect if an anachronistic item was present.

Science! can allow the user to know how many anachronistic items were present and how long they remained in the vicinity. Typically a 1 point spend is required from which century the item originated from or to allow the tether to calculate what it was if the item has broken down entirely.

Agents can find this useful to track individuals from the future, even if it only helps them narrow down the area to search. A quick scan can confirm for an agent that they are dealing with people and things from the future. Anything that reduces the breakdown of anachronistic items or if care is taken to clean up the resulting particles can diminish the effectiveness of this upgrade.

It is up to the GM to determine how long anachronism particles remain in an environment and how far they travel (which affects the detection range).

Atomic Clock Relay

Cost: Difficulty +0

There are fewer more precise ways to keep track of time than an atomic clock, which uses atoms rather than cogs or circuits to measure the passing of the seconds. During the 24th century, they become standard equipment on starships, helping astronauts keep track of time even when passing through wormholes or encountering gravitational distortions.

Due to their precise nature, they are also extensively used by TimeWatch. They are installed in autochrons, TimeWatch safehouses and, monitoring stations. This tether upgrade allows the user to remotely access any TimeWatch atomic clock and cross-reference their data.

Not only does this allow them to know the precise time in any time zone they clock in to they can use the information to find evidence of temporal disruption. A time machine clocking in or out within the vicinity of an atomic clock is likely to throw it off, at least by a few milliseconds.

Certain abilities (such as blink, extra action, lightning speed, and universal attack) can also affect an atomic clock.

The user of this upgrade can set it to notify them if it detects a variation between any of the atomic clocks within range. While it won't tell them what caused the distortion it will indicate the area affected. This upgrade will also alert the user if they've entered a localized time loop (as the atomic clock outside the loop will show a different time to those within it).

Chrono Particle Analyser

Cost: Difficulty +1

This device has two uses. Firstly it can analyze particles in the current time frame and determine when they are. This can be useful if the readout on the autochron has failed or if the agent has been moved in time without their permission or knowledge.

The other use is to detect and identify chrono particles not native to the time zone, which typically indicates the presence of a time traveler. By analyzing foreign chrontal particles it is possible to identify where they have traveled from. Timecraft reveals their last departure point with a 1 point spend revealing prior departure points. The GM may require a 2 point spend for points before this or if the time machine has been in the current time zone for an extended period.

Identification of where a chrono particle originates from requires the tether to consult a databank and cross-reference the information held. This is drawn from data extracted from agents during their missions. If an agent has been to that exact moment in time the tether can reveal the specific date. Sometimes it can only reveal the closest year, decade or century. If the time period is particularly distant the tether is increasingly vague (although this can be a clue in itself).

Facial Recognition

Cost: Difficulty +0

The tether will automatically scan the faces of anyone the wearer sees, cross-referencing their facial features against a database. The tether can't hold the records of everyone in all of history so it automatically loads databases from the current time period. In the 20th century, this database is restricted to criminals, celebrities, and those whose picture and details are held by government agencies. In the 21st century more and more people have records which the tether can access. The further back in time an agent goes the less useful information is available.

Usually, this is just useful for the wearer, allowing them to bring up the name, age, occupation, and any other pertinent details of anyone they meet, projected on to their lens. This makes gathering information and knowing who is who much easier. It can also provide an early warning if an individual is dangerous, such as a wanted criminal.

The tether always alerts the wearer if it detects someone that TimeWatch has listed as an enemy of the agency. If it detects a face it has already registered during the mission it will alert the wearer if they are in the wrong time zone. This can be useful if they are dealing with a previously unknown time traveler.

Generator

Cost: Difficulty +0

This modification requires the tether to take the form of a glove, rather than a ring. The thin material is a structural battery, storing energy between layers of nanoweave. It builds an electrical charge as the wearer moves, the tether able to update the wearer with the power available. A jelly-like port on the forearm allows any device to be plugged in and powered by the generator.

This allows the use of equipment that requires power or the generator can be used to recharge other technology by spending a point of Science!. A point of Science! can also be spent to deliver a moderate shock to anyone struck by a successful Scuffling test.

The generator is primarily assigned to agents who are going to be in the wilderness for an extended period and who need to power electrical equipment. The amount of power it can hold and the amount of power available varies, usually ensuring that when it is dramatically appropriate the wearer has the power they need before the generator is drained and needs to be recharged.

Holographic Projector

Cost: Difficulty +1

Tethers are normally fitted with small holographic projectors, allowing the user to bring up a roughly 8 by 11 screen or have the tether create floating holographic models and maps. A tether with this upgrade is capable of projecting much larger holograms, ranging from a 5 to a 50 ft radius. Holograms have both a visual and audio component. The wider the area of effect the easier it is to see through a hologram.

They can be used to conceal the truth from witnesses (projecting an empty street to sneak a time lost mammoth out of New York), to provide cover (projecting a crowd for agents to blend in so they can lose pursuers), intimidation (creating a fire breathing dragon to scare villagers into talk-

ing) or a way to manipulate others (creating a flock of birds to allow sailors to navigate back to land). While a holographic projector doesn't provide a bonus it does allow agents to be more creative in the use of their abilities.

TimeWatch does take care in who they allow this tether upgrade. If misused a hologram that can affect a large area can be very noticeable, so they must be satisfied that the user won't cause mischief and draw unwanted attention to themselves with a flashy or terrifying hologram.

Memory Uploader

Cost: Difficulty +3

Using 22nd century technology the tether can be used to upload any sentient mind into the tether itself. This is an extremely traumatic experience, causing brain death. A tether is usually forbidden from activating this function unless the subject's life signs are failing or they have given their explicit consent. This safety feature can be removed with tinkering.

The user places the tether against the individual's head (or where ever they store their brain, in the case of non-humans). A copy of the individual's memories and personality is then uploaded into the data storage of the tether. The uploaded individual can act as the AI of the tether (suppressing its usual personality).

This upgrade is primarily used to save the identity of an individual when they are critically injured. This might be for the purposes of questioning or so that their mind can be transferred to a replacement body (either cloned or cybernetic). Agents have been known to do this to themselves if they know they are going to die and there isn't the possibility of being rescued. TimeWatch is aware enough of this tactic to send agents to recover the tether of any agent who dies with this upgrade equipped.

Reflection Reconstruction

Cost: Difficulty +0

This software allows the tether to analyze a photo of any reflective surface and reconstruct the world around it. The reflective surface could be a potato chip packet, a shiny porcelain figure, a piece of tin foil. The software understands how light is distorted and warped by the material and shape of the object and so can reverse engineer what the object is reflecting. The quality of the image and level of light all affect the quality of the outcome but the outcome is further enhanced by the Tether's AI. For example, the initial result might produce a silhouette of a figure but the AI can enhance that, using the stance to determine if it is male or female and their height by comparing it against other objects in the room.

This upgrade means that agents can discern where a photo was taken, when, and who was present. It can reveal details that would be impossible to detect with the naked eye. This can provide plenty of clues for agents to work with.

The GM determines how long it takes the Tether to process any individual image (usually providing clues at the most dramatically appropriate times). Agents can have the Citadel run reflection reconstruction but this usually takes longer, not because their processing power is lesser but because there is a backlog of requests from other field agents.

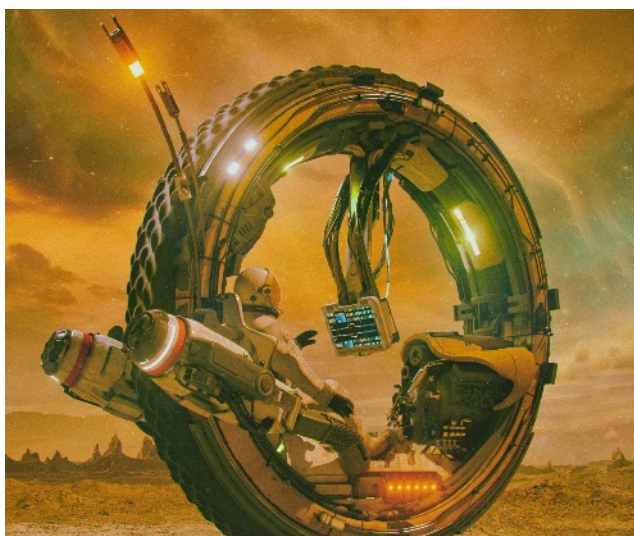
X-Ray

Cost: Difficulty +1

The tether can broadcast x-rays, projecting an image of what it detects to the users' contact lens. The range is limited, usually affecting those within the vicinity of the immediate area or the next room. It is blocked by lead or thick material. The projection is only simulated image, usually only allowing the user to get an idea of the rough shape of an object.

The GM determines how clear the image is and how deep the x-ray penetrates. For example, an agent may be able to see there are four, armed individuals in the next room but the GM decides if they perceive them as four skeletons or if they can see their appearance (gender, height, age) and what clothing they are wearing. They are generally accurate enough for an agent to use Medical Expertise to examine an individuals' bone structure or identify problems with their internal organs.

This option isn't accurate enough to allow an agent to see someone's bare skin through their clothes and even if they were the tether would censor the view (and log an infraction against the agent). This option is to help an agent in their investigations and reveal hidden threats, not get cheap thrills.



AUTOCHRON ACCESSORIES

Deep Time Suit

Cost: Difficulty +1

This accessory changes the autochron to resemble a deep-sea diving suit. It is designed to allow travel millions of years into the past or future. Not only does it greatly reduce the time taken to reach such distant time periods it provides a sealed environment and its own internal oxygen supply. Internal gravity generators help the occupant to adapt to any differences in local gravity. The increased mass of the suit does slow the user and the thick gloves make it difficult for them to carry out delicate manual work.

While TimeWatch agents use this accessory for deep-time missions they are more likely to see it used by other time travelers, arriving from the far, far future who find ancient, contemporary, and future time periods just as alien. This can lead them to be mistaken as alien astronauts.

Departure Warning

Cost: Difficulty +0

When activated the autochron indicates that it is about to clock out. On current autochron's it usually sends this signal via any tether that is registered with it. The autochron may also flash. Autochron vessels would be fitted with lights that would blink at increasing speed as it counted down to launch, even when chronomorphed.

This departure warning default time is 2 minutes but can be extended up 10 minutes. At the end of the time, it clocks out. Only by deactivating the departure warning can it launch earlier than this. It is designed to warn passengers that they need to get back to the autochron if they don't want to be left behind. It can also serve as a warning for pilots, letting them know if someone else is about to leave in their time machine.

The departure warning dates back to early autochrons that at a destructive aura when they departed. It gave those close the time machine enough warning to get clear before the vessel clocked out, damaging the surrounding area as it was exposed to raw chronofields.

Desynch

Cost: Difficulty +2

Normally, when an agent clocks in, they are in synch with the local time zone. A desynch module allows the wielder to remain slightly ahead of time, usually only by a few seconds.

The wielder of the autochron is aware of their surroundings and can interact with it normally but those around them will see an after image. In short, by the time those in synch see them the wielder is no longer there.

This provides a +1 bonus to Stealth, Unobtrusiveness, and hit threshold. Any interpersonal abilities require a +1 point spend to use (as the wielder has to wait for the time delayed response to their questions). Activating desynch automatically causes 1 point of Instability loss, with a further point lost when actively using their desynch nature to avoid being detected or hit.

An autochron malfunction can trigger a desynch failure. Having a desynch module doubles the changes of this happening, which is why they are not installed as standard.

Door

Cost: Difficulty +1

Before the advent of the current collapse staff model of the autochron agents used to use the door. The bulk of the time machine exits as a 30 by 30 meter room, where the operator can set the destination and monitor systems. Earlier models chromorphed to blend in but any new shape, large enough for the occupants to exit still attracted attention. The door was the solution.

Rather than fully clock into their destination the autochron extended a single physical extrusion into real space. This bridge from the autochron to the destination was the door. Only a few inches thick the external door chromorphed to fit the time period. It would align itself with any vertical surface, preferably a wall, and close to other portals. In some cases, it would position itself over an existing doorway.

The pilot of the autochron was able to use a personal key to lock the door, preventing others from unintentionally entering their time machine. The pilot only had to remember where their personal door was. If someone encountered a locked door they mostly disregarded it, with the agent departing before any serious investigation was conducted.

While most door autochrons have been decommissioned some agents still prefer them, as it means that they don't have to carry an autochron staff around with them. The interior provides them a larger space to operate from and to carry passengers and cargo they may acquire during investigation. Instead of a key, some prefer to lock and unlock the door using their tether.

The greatest danger with a door, aside from the potential of losing the key or it being blocked, is the bridge being severed. This can happen if the local area experiences choral shock (usually when history is changed).

The interior will attempt to lock on to the door, which acts as a beacon, but until then an agent will be stuck.

There are said to be locked doors throughout history that lead to dormant autochrons. Finding their key and placing it in the door lock provides them with the spark of energy they need to awaken. Some people search their whole lives for such a key and others find them by chance and then must only seek out the correct locked door to begin their adventure through history.

Harness

Cost: Difficulty +4

There are creatures which have the natural ability to travel through time. This accessory allows the autochron to force the creature to use their ability, traveling with them. The harness itself can be a physical cage, a projected energy field or metal tendrils which ensnare the creature.

When a harness is used the operator makes the travel test as normal but on a failure it is the creature that suffers an instability lost. The operator then rolls as normal to see if they suffer any instability themselves. In addition the creature harnessed suffers 2 damage on a success and 4 damage on a failure. If care is not taken a harnessed creature can die.

This temporal engineering is seen as barbaric. TimeWatch only permits its use in extreme circumstances (for example harnessing a creature to reach its remote and dangerous region of time). Other time travel organizations have few such qualms and regularly capture and enslave creatures with the nature ability to clock out so that they can power their time machines.

Interdiction Torpedoes

Cost: Difficulty +3

This accessory saw most use during time wars, a means to bring an enemy time machine to a halt. The autochron is fitted with a torpedo bay, which can hold from 1 to 2 interdiction torpedoes. These can be fired while in flight or while in real space. The attack is made using Vehicles.

When within close range of a time machine the interdiction torpedo arms itself. If the time machine is in flight it is forced to clock in at the current time and location (although safety protocols still prevent it from appearing in a solid object or in front of observers). Unless care is taken the autochron which fired the torpedo is also affected.

The torpedo remains active from thirty minutes to one hour before it runs out of power. If it can be found, usually half-buried in the ground, it can be pre-maturely deactivated. Once all torpedoes are expended an agent would need to return to the Citadel for their autochron to be rearmed.

On a failed travel check an autochron may clock in with such force that they accidentally activate an interdiction torpedo. The close proximity of the interdiction field to the active autochron almost always results in systems damage that must be repaired before it can clock out.

Life Line

Cost: Difficulty +1

The life line is able to scan a genetic sample and allow the autochron to travel into the individual's past or future, clocking in somewhere close to them. A travel check is made as normal but this means that the operator of the autochron doesn't need to know where they were or where the individual will be, they can leave it all to the life line. If the individual travel in time themselves then the life line can only move up to that point.

This accessory is used when agents are specially interested in investigating an individual but they lack data of their past or future. Once they've done the hard part of obtaining a genetic sample (which can be a few drops of blood or a strand of hair) they can use the life line to track them down. It is rare that the autochron will clock in within eye sight of the subject, so the agent still needs to seek them out.

Combined with a desynch accessory or reality suspension belt this can be used to show an individual their past and their probable future (the limitation on time travel doesn't apply during this first journey). Agents have been known to use this to persuade someone to see the error of their ways, particularly at Christmas.

Over Writer

Cost: Difficulty +2

When an autochron with this accessory installed and activated arrives in a time zone it automatically searches for any trace of itself or the user (along with any passengers), erasing those earlier versions at the point the autochron arrives. This automatically causes individuals to lose 2 stability. All the events that their earlier selves performed in the local time zone are undone but anything they did subsequently after they left the time zone still occurred.

This is primarily used by agents who wish to return to a particular moment in time they've already visited to get a do-over or simply because they don't want the headache of working around their earlier selves. It can be vital to undo the events of a mission that went horribly wrong.

A user must try not to worry too much that a future version of themselves might clock in at any moment and wipe them from existence. It is possible to make an emergency clock out, after spending a Stitch, to escape before a future version of their autochron overwrites them, but they will

suffer 2 stability loss and be exiled to a random time and place (decided by the GM). Their personal timeline now diverges from their future selves.

Panic Response

Cost: Difficulty +3

This accessory allows the autochron to monitor the pilot's life signals. If their life signs decline or show they are panicking the autochron acts as a beacon to itself.

This allows an agent to spend a Stitch, outside combat, to have a future version of themselves arrive and try to save them. Their future self may need to pass a check in order to save them.

Once saved the future self departs and the pilot should ensure that they go back and fulfill that part of their history to avoid a paradox.

If an agent with this accessory should die then autochron (and future self) will arrive moments before this happens, averting their demise.

This accessory should only be used once per session.



Parachute

Cost: Difficulty +0

A hold-over from when autochron's were vessels, the installation of parachutes allow agents to clock in at high altitudes (greatly reducing the chances that their arrival would be observed). The parachute would then be able to be deployed, slowing its' descent and allowing it to land safely.

Agents can still request the installation of parachutes, contained within the staff construction but only able to be deployed when the autochron is active. It gives another way to insert themselves into a time zone. In future time zones, an agent is better able to convince anyone who witnessed their arrival that they arrived from the air or space (rather than traveling through time).

Once deployed a parachute takes around an hour for an agent to refold and insert back into the autochron. If the autochron landed in the water (which is often done to reduce the impact of landing) the parachute needs to be dried first (which can take considerably longer).

Riptide

Cost: Difficulty +1

When there is a rip in time within the vicinity of the autochron (which can vary from 1 to 10 miles) this upgrade locks on to it and uses it to direct the time machine. This doesn't require a travel test (since you're always going to where the rip leads to) but you still roll to see if you lose chronal stability.

If there are multiple rips within the area this upgrades color codes them and gives the option of which rip you want to travel through. It never reveals exactly where the rip is and only logs where it goes after it has been traveled through.

This accessory is usually only installed if an agent is assigned to locate and map rips in time. There are time machines that only function in conjunction with a riptide. Instead of setting their own course, they depend entirely on the rifts that exist to get from one time zone to another.

Random Drive

Cost: Difficulty +0

Designed to escape pursuers this accessory causes an autochron to emerge at random in time and space. This requires a Stitch to be spent and always causes damage to the autochron, which must be repaired before it can be used again. The GM decides where the autochron clocks in, usually somewhere interesting and with its own dangers.

Scanner

Cost: Difficulty +2

Agents would often like to see where they are going. When autochrons were physical vessels, rather than collapsible rods, TimeWatch experimented with installing time windows, in the form of a scanner. This tv set-like device showed a projection of where the autochron was heading. This allowed the pilot to make last-minute adjustments or at least get a sense of what awaited them.

The problem was that it was supposed to show the autochron's landing site, before the time machine's arrival. There was a tendency for the scanner to drift ahead, not only showing its arrival but events shortly after the time traveler emerged. If these events were particularly dire (such as walking into a hail of bullets) the pilot would naturally try to avert it but this would lead to a paradox that affected both the pilot and the autochron.

With some persuading, an agent can still have their autochron fitted with the equivalent a scanner. When active the autochron feeds images to the pilots' tether. This allows them to conduct Research or use Notice before they arrive and reduce the travel test to 3.

If a travel test fails while using a scanner the loss is raised to 4, not 2. The scanner can't be used for the next trip, as it takes time to recover and reset.

Threat Displacement Protocol (TDP)

Cost: Difficulty +1

Initially created when autochrons were vehicles the threat displacement protocol was designed to initiate a short jump if the device detected a threat. This was not only to protect expensive machinery but prevent an agent from being stranded. It was also useful for those rare occasions when the time machine would clock into hostile environments (such as in the path of a lava flow) and require evasive maneuvers.

In practice, the TDP was notorious for displacing to precarious positions (such as ledge halfway up a cliff) or in a difficult to find location (made more complicated if the autochron had a chromomorphic exterior). It was decided to not include them in the modern collapsible staff model of the autochron.

The technology still works and an agent can request that one be installed. When active if autochron is in danger of being damaged it will displace its location (but usually stays within the same time zone). This only activates if the autochron itself in danger so an attack against the agent holding it won't cause it to displace unless the attack would also damage the time machine.

When activated the agent has an instant to decide if they are going to hold on to the autochron as it clocks out. If they hold on to it they are displaced to somewhere with a 100 meter radius. This doesn't require a travel test but they still need to roll to see if they lose paradox points. If they decide to let go of the autochron it displaces without them. In either case, the GM decides where it displaces to.

An agent can manually trigger a displacement but this will cause the TDP to view them as a threat and displace without them. This is usually done if the agent doesn't want their autochron to fall into enemy hands.

Agents who do have a TDP unit installed in their autochron can choose to deactivate it, keeping it offline until they feel they are in a situation where their time machine could suffer irreparable damage. This prevents situations where autochrons displace unexpectedly and can't be found.

Time Prism

Cost: Difficulty +2

Just as a prism can split light a time prism can split time. The accessory takes the form of a crystal prism mounted on an autochron staff or within the autochron itself. A beam of chrono particles is projected from the autochron into the object or individual to be split and into the prism. The result is that a projection of the past and future of the subject manifest.

The subject is usually stunned during this process but their past and future incarnations can be communicated with. As they are just projections they can't otherwise be interacted with. This can allow agents to see where an object came from or what will happen to it, or question an individual's past or future versions.

These are projections only, so don't affect time itself. The subject will retain no knowledge of what was said to their past selves (and so their personal history will not diverge if information of their future is revealed to them). The projections are usually of the subject but a point of Timecraft can be spent to expand the projection to reveal their surroundings.

A time prism is delicate and can easily be destroyed. Repeated exposure to a beam of chrono particles can be detrimental to an individual's health and in rare cases can trigger Time Displacement Disorder. A creature can spend 2 Tempus points to temporarily give their projections a physical presence (this is normally a reflective action, rather than something they know how to do).

Track Changer

Cost: Difficulty +3

An autochron will usually follow the current, dominant timeline. If history is changed it will now take agents with the flow of this new timeline. This is usually useful, as it allows the agents to find out what caused the change and what the end results are (which can give a clue to who this has benefited and thus the culprit). An autochron with a track changer allows the user to chart their own course.

This is easiest to achieve at the point of divergence. An agent can make a normal Travel Test to move along the original timeline or the new, dominant divergent timeline. They may wish to do this if they want to carry out research in the history they are familiar with or to gain (or rescue) resources or allies that won't exist in the new timeline.

It is harder to hop a time track, traveling between the original and divergent timeline at any other point. This increases the difficulty to D5/L4. The autochron will usually indicate if a time track has been hopped, using a simple system (like two different colored lights) to differentiate between the two.

Once a timeline is restored the divergent timeline slowly ebbs away but until it does it can still be reached. It is also possible to visit resulting divergent timelines before the event that created them has occurred (another example of cause proceeding effect when time travel is involved), becoming easier to reach as the events that create the divergence become more probable.

Many machines that allow travel to parallel worlds are actually using track changers. These devices allow the user to leap to any divergence that has or will occur in time. While some are stable others are dangerous on the verge of collapse. It is also possible to become hopelessly lost, with the track changer unable to return the user to their original timeline.

It is due to this that track changers are usually only installed in autochrons of agents who have proven their experience and skill. TimeWatch trusts them to use them responsibly. The only time they are allocated to other agents is when they are assigned to rescue lost people or items from collapsing divergent timelines.

CHAPTER 3: TIME TRAVEL

Caskets

It usually doesn't take long for an autochron to travel from one time period to another. It clocks out and the pilot spends a few minutes in the choral field before emerging at their destination. This wasn't always the case and certainly, different time machines take longer to reach their destination. On the low end of the scale, it could take hours and on the high end years.

If a pilot didn't know how long a trip through the choral field was going to take they could die of starvation or dehydration by the time their vessel arrived. Vessels could be stocked with supplies to reduce the chances of this happening but there are horror stories of time machines taking centuries to reach their destination, leaving the pilot a withered husk.

Casket refers to any time machine that arrives at its destination with its pilot dead upon arrival. This can cause problems as this will mean there is an unattended time machine in that time zone that could be discovered and exploited by a local. Even if a time machine is sealed it can leak chrono particles into the surroundings and sooner or later its systems will fail and it will open up, sometimes long after it arrived.

TimeWatch attempts to locate and safely remove caskets. No agent likes doing this as it is a grim reminder that it would only take a miscalculation or technical problem to turn their autochron into their coffin. By the time they realized that something was wrong, they'd be in the choral field, where no one could help them.

Choral Field

Time is possible due to the existence of chrono particles. They cling to everything piece of matter, moving it forward in time, giving us our perception of linear time. Normally invisible to the naked eye it nonetheless makes the existence of time and time travel work. This is why going into the past is more difficult than going to the future, as the former requires you to go against the tide.

A time machine typically draws together a concentration of chrono particles, creating a choral field. When this

field is sufficient for the mass of the time machine and the occupants it moves them outside of the physical universe. The time machine can then either ride the particles into the future or reverse their charge to plunge backward. Once it arrives at its destination it expels the remaining choral particles.

The interior of the time machine has its own, independent chrono particles, giving the perception of time passing during their journey. Typically they perceive the choral field as a sea of purple. Due to pre-determinism, they may see the path their time machine is going to take ahead of them, creating a tunnel or vortex. If the field the time machine generated is unstable then they may see a disturbance, charting the course they may or may not take depending on whether the generated field holds.

Experienced time travelers can learn to detect the wake of other time machines. It is part of the skill involved in a time chase, tracking your quarry down among the shifting sea of purple. Shifts in the timeline can also be revealed, with chrono particles shifting sideways (rather than forward or back) to fill the new divergent reality.

In theory, chrono particles are one of the few infinite resources of the universe. They flow backward and forwards, endlessly renewing and spawning. Time machines and fissures further aide the movement of chrono particles. Yet certain temporal disasters or unstable time machines can temporarily drain chrono particles in a region, causing time itself to briefly halt, until new chrono particles flood into the area.

Chronos Crystal

Existing outside normal space, in the choral field, is an immense, flawless crystal. It is believed to be made of solidified chrono particles, glowing with an internal light. Its growths is complex but perfectly symmetrical. Due to its close relationship with time, it has been called the chronos crystal.

In its natural environment, it is virtually indestructible. It can be a navigational hazard, destroying any time machines that collide with it.



A direct collision is rare as it exerts a gravitational pull, that knocks any time traveler off course and forces them back into normal space before such contact can be made.

The chronos crystal's growth can protrude into different times and places. The shape these formations take depends on the stability of the time zone. In stable time periods, it forms pillars of crystal, smooth and beautiful. In unstable regions, the crystals are jagged and sharp.

These extrusions of the chronos crystal are all connected to the whole. Touching one can take you to the central chronos crystal itself or transport you to another growth in a different time and place. With sufficient willpower sentient beings can control where they emerge, allowing them to map out the crystalline structure through eternity.

Extended contact can lead to the crystals taking root in an individual's flesh. They grow and replicate, consuming the host. Once the crystals reach the brain of those infected they can exert control over them. They are compelled to travel far and wide through history, spreading the crystals.

In normal space chronos crystals are vulnerable. They can be mined, the chronos crystals forming the heart of many a time machine.

Small chronos crystals can be worn as pendants to bestow the wearer with the ability to see through time and mentally communicate with others in contact with the crystal. Crystals can also infect the living, giving them the ability to travel in time, even as their body turns to solid crystal.

Time is more difficult to alter in regions with crystal extrusions. Sufficient growth can act as interdiction devices, preventing time travelers from reaching those areas. It is theorized that left unattended the chronos crystal would fix time in a single configuration, unable to be altered. There are debates within the Citadel whether this is desirable or not.

It is speculated that the crystalline substance that forms the inner structure of the Citadel was harvested from the chronos crystal itself, or at least it was designed to evoke the imagery of that flawless, timeless gem.

Deep Space Clock Ins

The majority of TimeWatch missions take place on Earth but there are times when agents need to travel further out into space, within our solar system or beyond. When clocking into deep space it creates a vacuum-sealed bubble, providing oxygen and blocking any radiation. An autochron has a finite (if large) supply of power so it can't stay in this state indefinitely. It also isn't ideal for the agent as they will be unable to disengage or leave the autochron.

If it isn't possible to land on a life-supporting planet the autochron is automatically programmed to seek out a space-faring vessel that it can clock in on. If need be it will search for the closest point in time when a spaceship was passing close to its destination. Typically it will clock in close to a concealed area near the engines, so it can replenish its power supplies.

Agents who engage in a lot of deep space travel using their autochrons must become used to being stowaway on space ships. It is recommended that they practice their excuses for why they are trespassing onboard.

Entropy Theory

It is demonstrable that divergent timelines can co-exist, yet TimeWatch ensures that where possible they are eliminated. One explanation for this is the entropy theory. This states that the energy in the universe is finite and each time a divergent timeline is created that energy is halved, hastening the end of both the original and the divergent timeline.

If too many divergent timelines are allowed to exist then the end of the universe doesn't hundreds of trillions of years but billions, then millions, then thousands of years, and then within days.

Once a divergent timeline is prevented the energy is returned, extending the life of the universe.

This is just a theory but supports of it suggest that the true masters of TimeWatch originate from a civilization at the end of time, who are desperately trying to extend their existence by pruning the many divergent timelines that were allowed to exist. Each timeline extinguished buys them more time.

During significant crises, in which many divergent timelines are created at once, TimeWatch agents may witness star systems vanishing, stars going out and a great darkness sweeping inwards, towards Earth. The further forward in time they go the more pronounced this effect.

Envelop

An autochron usually can't clock into a space occupied by another object but this can be overridden. This only possible if the object can fit within the interior of the autochron. This is less of a problem when the interior is multi-dimensional but for a standard autochron this typically things no bigger than one other person or a grandfather clock. Autochrons with chronomorphic technology usually clock in around the object they are disguising themselves as.

The travel test to clock in around an object is D4/L4. This may increase if the object is in motion. The user will need to also override the autochrons' systems that prevent it appearing in front of observers if they wish to envelop an individual. This is usually done to save someone from certain doom (such as if they are about to be shot or if they are falling from a great height).

The difficulty to envelop another time machine is D4/L6-P when stationary and D6/L6 when in motion. An enveloped time machine can't clock out. It is a highly dangerous manoeuvre but sometimes it can be the only way to stop someone from escaping in a time machine or preventing them from reaching their destination.

Guidance Core

Setting a destination on an autochron is simplicity itself and can be done through multiple means (manual input, voice command, thought) but in the early days of TimeWatch it was done via a guidance core. In those days the autochron was a static vessel, rather than the collapsible rod it is now, with the guidance core allow the pilot to set the destination.

The guidance core resembles a disc, with several rings. Each ring was imprinted with runes, rather than letters or numbers. By rotating each ring the pilot could set the year, month, day, hour, and minute along with the galactic co-ordinates.

This required an agent to know what each rune meant and mentally account for planetary rotation and galactic drift.

The disc could be removed from the autochron, being small enough to be carried in an agent's pocket. This was done both as a safety feature, as without the guidance core an autochron couldn't be piloted with any accuracy, and so that an agent could preprogram a flight and give the guidance core to someone else if they wanted them to use the autochron without them.

The dial system was complex enough that it couldn't be easily decoded but was capable of being memorized by an agent. It was limited, which meant that once an agent had reached their destination they rarely attempted to make short trips (shifting a few hours or miles) for fear of going off course.

The runes were distinctive enough that a stranded agent could inscribe them somewhere prominent so that TimeWatch would have their exact space/time co-ordinates without revealing too much to the outside world. When archaeologists discover these runes in ancient ruins or artifacts it usually means TimeWatch needs to launch another rescue mission.

Guidance cores fell out of favor for several reasons. It had been a mistake to make them appear as if they were made out of gold (actually a mineral that was resistant to chrontal instability), which led to it being stolen from agents, stranding them. It was also possible to retro-engineer time travel technology just from the guidance core, even if the individual didn't know what the runes meant.

Several autochrons were stolen when guidance cores fell into the wrong hands. The thieves would simply spin the dials, traveling randomly. This was highly dangerous, even with the autochron programmed to prevent materializing in solid objects or stars. Those who survived could keep a record of the different combinations of symbols, gradually expanding their understanding of what each meant. The codes had deliberately being kept non-linear in progression (so you can't just go forward in time by slowing rotating the dial in one direction or the other) but a pilot could work out how to keep within the same era or on the same planet. Logbooks of these codes still turn up on the time traveler black market.

Guidance cores were decommissioned and most new agents wouldn't recognize one without consulting their tether. They are still encountered out in the field, and a veteran agent may still remember the codes. Now they are more likely to be found in the hands of amateur time travelers, spinning the dial and trying their luck.

Image Projection

This curious means of time travel depends on the idea that the image of a thing is the thing. In this way imagery becomes reality. This would be laughable if not for the fact that this method works. It is more suited to forward travel than back but both are possible.

One method is to create a picture of the intended traveler, usually in a painting. This should be as realistic as possible, the goal to create the impression that one is looking through a window in time. The image then requires a viewer, who upon perceiving the image unknowingly creates a mental bridge, the traveler transported to that moment. If they have a specific time they are aiming for these details are usually included in the image (a calendar or clock, for example) otherwise they will be transported when the ideal circumstances are created.

To travel backward in history the image must be of something that has already occurred but altered to now include the traveler. The development of image altering software makes this easier but entirely possible to create in a painting by a skilled artist. It then only requires someone in the past to see that original scene to create the bridge, reality changing to match the image created in the future.

This method doesn't require a still-image. The same effect can be created with a recorded image in which the viewer watching the playback, either via a media player, on a television receiving a transmission, or through the original recording device (such as a camera). Again it is easier to travel forward using this method but it is possible to transmit an electronic signal carrying the recording back in time using primitive temporal machinery.

The final method removes the need for an external viewer. Instead, the traveler becomes the viewer. They entirely surround themselves with mirrors, so that all they can see is their own reflection. Entering a trance-like state the traveler unanchors themselves from the here and now, concentrating on their destination, a time and place where they could be looking at their own reflection. If successful the bridge is created and they find themselves looking into a mirror or highly reflective surface.

Image projection is chiefly employed by time travelers from eras that lack the necessary advancement to create time machines (usually those prior to the 20th century) or the scientific knowledge required. Documents on this method have been found in occult books written from the 16th century, using rituals that evoke the supernatural. Those who take it seriously enough to use are desperate, dangerous, and unpredictable.

TimeWatch investigates any incident of missing individuals who leave behind realistic portraits or recordings which may suggest they have traveled in time. The bridge required for them to pass over is not always fully formed, leaving them trapped as specters, haunting their intended destination. Over time this can have a damaging effects on chronal stability in the region, requiring TimeWatch to free these individuals.

Pearly Gates

One method to question individuals from the past without disrupting history is to use a pearly gate. Pioneered during the early days of time travel in the 23rd century this is a booth that snatches a person from the past moments before their death (within a few seconds). The booth is usually securely locked, preventing the individual from escaping. A sedative is usually pumped into the booth to relax the individual and make them more compliant to questioning.

The operator of the pearly gate can interrogate the individual but their time is limited. To avoid history from being changed they must be returned to the exact moment they were taken, which requires the chronal field to remain open (filling the booth with purple light). This requires a lot of power to maintain so interview must be brief.

The same individual can be scooped out of history several times before their death, usually milliseconds after they were last returned. This can lead to individuals becoming increasingly disoriented and so limits the effectiveness of a pearly gate.

There have been occasions when individuals were able to escape from the pearly gates (usually using brute force). If not returned to the pearly gate then history can diverge (or at least create an endearing mystery of how famous historical figures vanished moments before their death). Time-Watch have been forced to step in when this has happened.

The Citadel has several pearly gates but they are usually only used in dire circumstances, when they desperately needed to gain information without diverging history. Typically this will be used on TimeWatch agents who died in the field with valuable information. This is often very emotionally difficult for all those involved.

Recall Unit

Once the first few agents went rogue, taking their auto-chrons with them, it became prudent to install recall units into them. This allows remote activation of autochrons, preprogrammed to return the occupants to the Citadel. This usually is done once the autochron detects that an agent is holding it (to avoid them being stranded) but this can be overridden.

This is primarily used if it is suspected that an agent is violating TimeWatch laws or refusing to report for duty. It is also used in an emergency, either to return every available agent to the Citadel to do deal with a crisis or to move agents from danger if there is an imminent disaster in the local time zone or to move them out of the way of timeline revision.

When a mass recall is initiated it only activates those autochrons which are concurrent to the Citadel. This means that if two agents encounter each other from different points in Citadel history and the recall is activated only one agent would have their autochron activated.

A recall unit can be removed using Science! or Timecraft. Doing so is a violation of a TimeWatch agents' code of conduct but this type of modification is only discovered if examined closely or after the recall order is given (and the autochron doesn't respond).

The recall unit is the first thing that a rogue agent will have removed from their autochron. This gives the Citadel only a small window of opportunity to activate it if they are alerted to the fact that an agent has rebelled against them.

Reconceptualization

When someone is brought back from being subsumed they don't always come back as they were originally. The universe is still trying to figure out how they fit into reality and while they are still essentially the same person, details of their past or their nature may have been adjusted.

This process is called reconceptualization. It can change aspects of their personality, details of their background (including their native time period, and how they joined TimeWatch), their trademark equipment, and, in extreme cases, change their species. The only thing that always stays the same is that they are still a TimeWatch agent.

Some agents call this a reboot or retooling. In most cases reconceptualization allows an agent to shed unwanted or irrelevant and becoming more efficient and interesting people. Some agents even go to the lengths of being subsumed just so that their allies can save them and they can reconceptualize, although TimeWatch has banned such actions.

Remote Time Manipulation

Shortly before the completion of time machines that were capable of moving individuals through time 23rd-century scientists experimented with altering the past through remote time manipulation. This focus on sending information to the past, directly into the minds of others.

Only certain individuals are suitable subjects for remote time manipulation. Their brains are able to receive and translate the transmissions. Typically they hear voices, experience audio-visual hallucinations or vivid dreams. This can be mistaken for religious revelation or mental illness. It doesn't help that this remote time manipulation is used to deliver dire warnings or request that the individual take drastic actions to change events.

Remote time manipulation requires a lot of power to achieve, with banks of quantum computers calculating the precise course the transmission must take through history. Messages are short, designed to pack as much information into each burst of data transfer. It isn't always important that the subject understands what they are experiencing, only that they do what is required of them.

This method has been successful, with numerous individuals through history carrying out acts because they were told to (whether the source be divine, demonic, or otherwise) or because they received prophetic dreams. When this manipulation diverges history it can be challenging for TimeWatch to identify the agent of change and then discover why they did it.

Remote time manipulation is useful, even for those with the ability to travel in time themselves, to communicate with those that are otherwise inaccessible, whether they be imprisoned or trapped in a time loop. The Citadel does have their own remote time manipulation unit that they can use to communicate with anyone who a suitable subject but due to the effect that it can have on the human mind they do this sparingly.

Shredding

Shredding is a particularly dangerous form of time travel. To solve the problem of propelling a human-sized mass through time and space shredding technology atomizes the subject, flinging their particles to their destination. The individual components retain a bond on the quantum level, reassembling them in one piece once they arrive.

This is an extremely painful process and can cause serious health issues. Some do not survive the trip, arriving at their destination as a bloody, twitching mass of flesh and bone. Frequent use of shredding can lead to internal bleeding, blindness, and dementia.

A time traveler who has been shredded takes health damage when they would otherwise have suffered chrontal instability damage. This applies when they make travel tests or if they trigger a paradox. Spending a stitch can still allow a time traveler to automatically succeed at a travel check, without taking damage.



A shredded time traveler could kill their grandfather in the past and rather than fade away their organs would begin to fail putting them on the verge of death (but in a position where medical assistance could save them).

Shredding only works on organic material so a time traveler is unable to carry gear. At most the aura of a living person can allow their clothing and any light objects (such as documents, photos, jewelry) to be transported with them. Organizations that use shredding technology will have agents prepare clothing and equipment for others arriving from the future.

Shredding time machines are large, intimidating pieces of industrial machinery, not unlike a jet engine. The subject is locked inside a blinding choral beam while they are disintegrated and sucked into the machine to be fired through a miniature time rift.

The machine doesn't project all of the individuals' particles, keeping some stored to maintain a lock. It then uses quantum entanglement to retrieve the subject. If it loses the link (due to choral disturbance or the GM's whim) operators will need to manually set the retrieval time and space co-ordinates (usually after conducting historical research for clues). A medical team will be on standby to stabilize the travelers condition.

A traveler can be equipped with the equivalent of a tether, triggering their own recall. They can also preprogram a destination so that the moment they return to the shredding machine it projects them onwards. This only requires one travel check, not two.

Shredding time machines are inefficient and require a large amount of power. They also take a long time to refuel, so once charged it is tempting to make as much use of it as possible before it has to shut down, cool and be refueled. This means either an individual time traveler must suffer greatly as the bounce from time to time or several subjects must be sent (either to the same destination or several).

Only the truly desperate would make use of such technology. Mostly it has been used by pockets of humanity in post-apocalyptic timelines, hoping to avert the chain of events that led to this unhappy future. TimeWatch agents stranded without their autochrons and the help of the Citadel have constructed crude shredding technology, especially during the occasional time wars the agency has found itself involved with.

Size Distortion

A time traveler will normally retain their normal proportions when moving through time and space but this isn't always the case. The shift from one place to the other can warp them, reconstituting them at their destination smaller or bigger than normal.

This can be only a few inches difference to reducing them to miniscule proportions or turning them into giants.

Evidence of size distortion is scattered through history, from the myths of giants in ancient times to tiny time machines sending distress calls on the surface of the moon. This can be caused due to technical issues with a time machine, a warping caused by a time portal, or because the universe was small or bigger than the time traveler's native time zone. This effect can be reversed by going back the way the traveler came or fixing the technical issue. Doing this is often easier said than done if the size distortion is severe.

Time Displacement Disorder (TDD)

This is a communicable disease, typified by uncontrollable time travel. It is unknown how it originated since carriers travel at random through time, but it is believed that it may have been a virus (such as the common cold) that mutated when an infected carrier time traveled. Other theories suggest it is alien in origin as there is one recorded case of an individual abducted from their era by an unknown alien race suffered from TDD. True they had the disease before their abduction but things are never linear with this illness.

The disease can be contracted through bodily fluids, such as sweat, saliva, or blood. The victim experiences high temperatures and hallucinations. They also suffer from episodes of missing time, but this often due to the fact they are leaping forward into the future.

If they survive the infection their body transformed, sometimes retroactively, to allow time travel. There are two distinct strains of the virus. One allows physical time travel while the other allows only psychic projection, sending the individual to another random point in their timeline (and displacing that version of their mind to another time period).

Physical time travel is very dangerous, as the sufferer doesn't know when it will occur or where it will take them. They travel with only the clothes they are wearing and any small items they are carrying. If they clock out while in the shower or when they are sleeping they can easily die from exposure, starvation, or thirst depending on where they clock back in. For this reason sufferers try to carry basic survival tools, provisions, and valuable items they can use to barter with.

When a sufferer has an 'attack' they travel to another time period. An attack can be triggered if the sufferer is in danger or if they become focused on a particular moment in history (such as looking at a photo or recording of that moment or handling a historical artifact). Other times there doesn't appear to be any trigger that displaces them. No

travel check is required when a sufferer involuntarily leaps through time.

A sufferer can voluntarily trigger an attack with concentration. This requires a travel test as normal. It can take up to an hour for their body and mind to recover from this exertion. While they might not voluntarily make another leap until they've rested they suffer an involuntarily attack.

Those suffering from TDD live a lonely existence, never knowing when they might be transported to another time period. This alone makes it difficult for them to make a human connection but relationships are further complicated by the knowledge that they could transfer their disease, so anyone they get close to might die or be ripped from them, sent anywhere time and space.

Each strain of the virus seems to retain a connection to those who carry it. It can sense who will become infected, drawing a carrier to the individual to fulfill history. A carrier may experience a strong romantic attraction to the individual they are meant to infect. Sometimes they are rewarded, as once the infection is conferred the two may experience synchronized jumps.

The immunization process that TimeWatch agents undergo makes them immune to the effects of the disease but they can still be carriers. Those assigned to retrieve an individual suffering from TDD or undo damage to history caused by an infected individual clocking in at the wrong time and place are advised to take precautions to prevent themselves from contracting the disease.

While there is no cure for TDD the use of other forms of time travel, such as an autochron can diminish its effects. As such sufferers are frequently recruited by TimeWatch, usually after they've been rescued by the organization. They are usually provided with special suits that prevent their disease from spreading and have the advantage that if they were stranded without a working autocron they can induce a TDD attack to escape or make contact with TimeWatch.

Time Key

While resembling an ordinary metal key this is actually a complex feat of temporal engineering. They were designed to close rips in time by a faction of the rulers of time (originating in the 36th century). They took with them the secret of how to construct time keys and tried to undo the damage that their brethren caused. They call themselves key keepers.

When placed at the center of the rift and turned the key close the rift. The larger the rip the more effort required to close the rift. Closing the rift requires a D4 athletics test for portals no bigger than a door. The GM may allocate higher difficulty for larger rifts.

The rip is not sealed forever. Over time it places stress on the local area until it once again rips open. A time key must be used to reopen the rift safely, venting some of the excess chrono particle build-up. Key keepers take it as their sacred duty to open and close rips through history.

A time key can be used to open new rifts. This typically requires some momentous or otherwise historic moment. By turning the key they can then open a rift, which will lead to a moment in the future or past that relates to that moment. The exact date and location are determined by the GM.

It is even possible to open rifts to parallel dimensions. As with the above, the rift opens to a dimension that is somehow connected to the current moment in history, often showing how things could turn out differently. Time keys have been known to open rips to an in-between space, which allows access to multiple alternative realities.

Key keepers often incorporate rifts into doors. This helps them keep track of where the rifts are. These doors are usually locked but if they were opened by anything other than a time key they would reveal nothing. It is only when the time key is placed in the lock of the door that the rip is unsealed when it is opened.

TimeWatch can call upon the services of key keepers, if they require a time key to seal a dangerous rip. They are concerned that inexperienced key keepers can cause damage to history by creating new rifts, without thinking through the consequences.

Time Labyrinth

In the 23rd century Professor Daedalus completes his project to tunnel through time. Using a mixture of drills and explosives he burrowed into solid rock in his own time period and created a network of corridors that would open into other eras. To guard against unwanted intruders he placed within it a cryptid, a half-man/half-bull creature that would slay anyone but its 'father' Professor Daedalus.

There are entrances to the time labyrinth throughout the world, mostly anchored to existing underground caverns and tunnels. One of the most famous is on Crete, where the discovery of the labyrinth and its' inhuman guard would inspire the legends of the Minotaur. It is also on Crete in 1942 that German forces stored weapons and ammunition within the labyrinth, not realizing its true nature until they were forced to flee by the Minotaur.

Other means to enter the labyrinth can be found in Cornwall, Spain, Egypt, and Nevada. The furthest forward in time they stretch is 2370 but they can go back as far as 10,000 BC. The interior of the labyrinth has its own chronology.

The Minotaur will eventually be killed by the hero Theseus in ancient Greece but it will still stalk the corridors of the labyrinth for many years yet.

Sometimes these entrance points are stable, lasting for centuries, while others only occur on rare occasions when the stars align. Some disappearances can be attributed to someone stumbling upon the entrance into the labyrinth and either being transported to another time period or being slain.

Professor Daedalus is to be found within the center of the labyrinth. He maintains a small base, with loyal servants and agents he has recruited from across time. He has become obsessed with mapping all of the labyrinth, which continues to grow and spread through time. Daedalus has made the labyrinth his home fearing that other time travelers, such as TimeWatch would stop him if he were to return to his own time period.

There is a treasure vault, holding vast volumes of precious gold and gems, as well as artifacts that Daedalus is interested in. He has placed traps within this section of the labyrinth, to deter anyone who might want to steal from him. Enough treasure hunters have escaped with their lives to encourage others to brave the labyrinth to seek out this treasure trove.

Although not without its dangers the labyrinth can be a means for a desperate time traveler to reach different eras. One only needs to know where to find an entrance and how to find ones way through

Time Loops

There are several types of time loops; stable, unstable, and artificial. They create their own problems for TimeWatch, with agents having to identify what type of loop they are dealing with and how to stop it. This isn't always obvious, as finding the starting point in a loop is difficult to do.

A loop can encompass a short period of linear time and a small area or it can cover several time periods and places (usually where a number of time travelers are responsible for carrying out the chain of events). While the area affected by the loop might be obvious from the outside those within often have difficulty seeing it.

A stable time loop is one in which the events within the loop always happen the same way. They are a chain of events that eventually doubles back and starts those same events in motion again. Within a stable time loop, everything seems predestined but those who aware of the loop (especially time travelers) can try to prevent the chain of events. The outside of the world is largely unaware of the loop.

An unstable time loop is one where each cycle creates a new series of events but will still, inevitably create the loop again. A prime example of this is a time traveler bringing a warning to their younger selves, setting their life in a different direction until this new version of them once again returns with another warning, changing their life again. Another example would be a plane passing through a rip in time, diverging the past due to the devastation it causes when it crashes, but the plane will still pass through the rift and create another divergence.

Time can't progress past an unstable time loop, as they create divergence after divergence. In effect, they end the universe each time the loop begins again. Time travelers will find that it is difficult, if not impossible, to travel into a future beyond the loop. They will likely find themselves drawn within the loop itself. The future that should be is eventually erased, gaining increasing instability once they are cut off from the past.

An artificial time loop is where some external force is resetting history. There are various types of temporal technology that, when triggered, cause time to unfold for a certain duration (anywhere from an hour to a year) before it rolls time back to the point it was activated, over and over again. Sometimes it is programmed to only allow history to continue if certain conditions are met (ensuring that the same period of time happens over and over again until statistically unlikely but not impossible events occur). Stopping this type of loop requires that either these conditions are met or the cause of the loop is found and deactivated.

Reality wears thin within a loop. In a stable loop, people can experience *deja vu* or see ghostly after images of the past and future. In an unstable loop, entropy takes hold, breaking things down and causing people to become sick and infirm. Just before an artificial loop resets there is usually a period when the laws of physics break down, nullifying gravity and causing abnormal weather patterns. These can all be triggers for individuals to realize they are in the loop and try to break free.

Once a time traveler has been through a loop once they gain a *Stitch* each time they pass through it again, representing their increasing familiarity with how events will happen. In addition to the normal uses of a *Stitch* it can be used to ensure an automatic success on any action the character succeeded at previously in the loop, as long as the circumstances are the same, or to reroll failed test (indicating that they've run through the loop again, to get things right this time).

Each time through the loop also reduces *chronal stability* by 1. This limits how long a time traveler can remain within the loop. When they are subsumed they become part of the loop, powerless to do anything but repeat the same events until the loop is broken.

Time Maps

Rather than using a time machine, some travelers make use of time rifts. To those who know where to find them, they can act as a network of portals to every moment in history. Temporal cartographers have spent eons creating maps that chart the connections between time periods. A time map is the key to exploring all of space and time.

Those who can read a time map can tell where and when a rift can be found and where it goes. It allows a traveler to plan their journey, which is not always straightforward. For example, a traveler who wishes to travel to 1963 might first have to take a time rift to 1645 to reach a rift that will take them to 3123 and from there a rift to 1963.

There are numerous ways to chart time rifts but the most common type of time map is composed of a number of circles or rings, which often interconnect. Triangles are another popular motif, the direction it points indicating whether it sends the traveler back in time (downward-pointing triangle), forward (an upward point triangle), to a contemporaneous rift (pointing right) or a parallel timeline (pointing left). A series of numbers indicate where a portal can be found and its relative position to other rifts (as many seem to 'orbit' each other).

Time maps come in all forms, from those inscribed on papyrus scrolls to those displayed on digital paper that constantly adjusts as the time rifts cycle and shift.

Some are hidden in famous works of art or carved into the side of mountains. While there are those which are in plain sight there are others which are hidden or guarded jealously.



As with all maps, they differ in how accurate they are and there is yet to be a single map that charts all the time rifts in existence. A traveler will usually have several time maps with them and seek others to expand their understanding of networks. Particular time maps are highly sought after, leading to the most exotic or pivotal moments in history.

For those who have their own time machines time maps are redundant. TimeWatch chief concern is that the network of routes they reveal can't be easily patrolled and knowledge of how to read a time map greatly increases the number of people who could be moving backward and forwards in history, changing time.

Should a TimeWatch agent become stranded they may seek out a time map, so they can find their way home. The discovery of a time map in someone's possession also indicates that they are probably a time traveler (or on their way to becoming one).

Time Slide

Almost from the start time tourism was both very popular and highly dangerous. There was no practical way to keep tourists safe and to prevent them from disrupting history. To this end time slide technology was created. If it wasn't practical to go to the past you had to bring the past to you.

A time slide scanned the local time zone, storing it on a tablet of chronos crystal. The easiest way to scan a region was from the air, usually carried out in flying saucers equipped with time drives. A more subtle method was to activate small scan devices in the radius around the area to be copied.

When chrono particles bombarded the chronos crystal tablet it could project that time zone into the surrounding area, duplicating the past exactly. On low exposure the time slide projected only light and sound, rendering it harmless to tourists although also limiting their interactions with the projection. On high exposure, the projection was entirely real and could be interacted with, although any interference to historical events didn't affect the past.

The projection could also be scaled. The entirety of a time zone could be reduced to fill only a radius of a few millimeters, possible to view via a microscope. Tourists could enter these time slides using tiny virtual avatars. This allowed time slide companies to fill their premises with miles and miles of different time zones, all within a single, small building.

During the time slide boom, the time tourism companies sent agents to the most interesting and prominent periods in history, trying to capture momentous occasions on a time slide. Unfortunately, these time zones would attract

other time travelers and time slide technology would prove to have an adverse effect on them.

While the time slide was designed to only copy a region any time travelers in the zone are sealed within the chronos crystal tablet. Time only passes for them while the time slide is active. Once it is shut off they return to the time slide, their memories wiped of the last projection. Repeated exposure allows them to gradually retain more and more memories. This is usually enough for them to realize what had happened to them and allow them to find a way to free themselves.

When a time slide is active the projected time zone is near identical to the original, so much so that time machines often mistake it for the real thing. This can lead to travelers finding themselves in a time slide, rather than their true destination. If they are within the time zone when the projection is turned off they will become trapped within the chronos crystal tablet.

It was eventually discovered that the scanning process damaged the time zone being scanned. The act of creating a time slide split the time zone, making it less real. This made it easier to change history within the region or allowed alternate timelines to bleed through. Repeated time slides of the same area would accelerate this process.

TimeWatch was able to exert its influence on the time slide tourist companies, eventually having them shutdown. Nonetheless, the damage was done (and is still being done) forever making some parts of history extremely vulnerable. The time slides can actually help repair history, as projecting a time slide in the period it has been taken from strengthens the time zone. If history diverges, projecting a time slide of what should have happened can temporarily halt the divergence.

It is for this reason that TimeWatch is keen to confiscate any time slides, for just such an occasion. They are kept within a secret vault within the Citadel, and while extensive they are far from complete. This archive also serves as a record of the original (at least as far as TimeWatch is ready to admit) timeline, making it a useful tool for showing agents what should have happened.

Time Window

This technology uses the same basic function of time travel but only to view events in the past or the future. It opens a portal to the desired time period and location, allowing only light to pass through. This is usually a one way one process, so the observer is invisible to anyone in the target time zone. With extra energy input light can be projected through, creating a floating window. In addition to light, sound can also be transferred allowing both visual and audio information to be collected.

Primitive time windows can capture only a single snapshot of the target zone. Without sufficient technology, the time window can only show another time, not another place so it can only show what happened in the past or future of that particular location.

Several pioneering temporal scientists created instant cameras that could take photos that revealed what would happen in the immediate future. Typically they would use these to gamble, finding out the result of races or sporting events before they happened. Those who didn't succumb to instability usually met unfortunate ends at the hands of those who wanted to obtain their 'magic' cameras or were suspicious of their sudden good luck. TimeWatch agents are still trying to track down these prototype cameras which exchanged hands many times since.

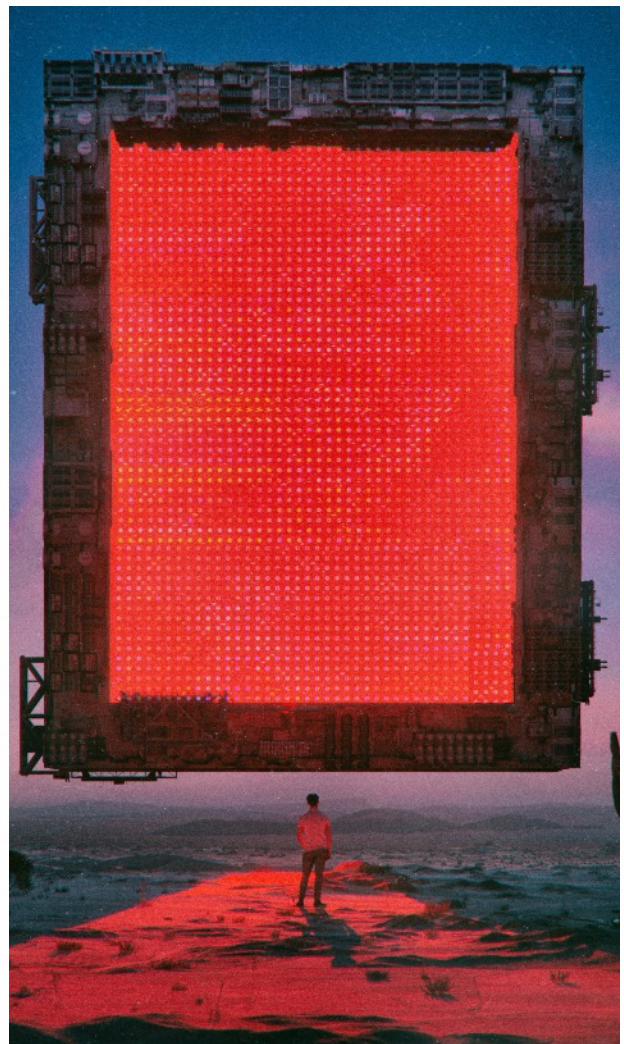
Time Windows that offer moving images of other time periods are initially large and require a lot of power. Early time windows offered only fuzzy, black and white images which could lead to confusion about what was being viewed. As they developed they were able to provide sharper, color images until they reached a point that the images were crystal clear.

Advances in technology allow portable time windows, that can be assembled in the field. TimeWatch can provide portable time window technology (Cost: Difficulty +2). It can allow agents to 'look' before they leap into a new time zone or as a means to communicate with the Citadel. Time window technology may be used to watch a critical mission so that if things go wrong they can act accordingly immediately.

Before a time window is activated the time and location must be programmed into it. If providing a continuous view the window can stay open for anywhere from a few minutes to a few hours (depending on the power available and the GM). It must be reprogrammed before the window can be opened again. Once a window is open the view can't be moved unless the window is also moved (providing a view relative to the movement of the window).

In theory, a time window allows the past to be investigated without altering history. In practice, simply observing an event can change the outcome. The reason for this is not entirely clear but opening a window makes the outcome of a past event, which was previously set, uncertain. The majority of the time things do occur as intended but there is always the chance that things could change.

It is more common for users to suffer instability by witnessing future events that affect them. Having seen the future the observer can be tempted to change it, especially if the outcome is dire. If they do they need to make a Paradox test, the difficulty depending on how drastically they change events.



A 1 point Science! spend and a tinkering test can temporarily turn a window into a door, allowing anyone able to climb through to travel from one time zone to another. A Travel test must still be made to ensure that the person passing through gets to their destination in one piece.

A 1 point Science! spend can also temporarily upgrade the window, for example changing it from a still image to a continuous feed and from black and white to color. This upgrade lasts until the window is closed.

Time windows have been used by historical researchers, law enforcement, and government agencies. TimeWatch has shown a tolerance for such technology when used to observe the past (even with the above-noted quirks) but things become more troubling when they are used to glimpse the future and change it. Typically the procedure is to place one or more TimeWatch agents undercover in any group using a time window so that they can secretly monitor its use and ensure that time isn't altered. It is surprising how often such groups are responsible for preserving the recorded timeline, averting disasters that should never have occurred.

Time Travel Side Effects

Traveling in time is difficult so once an inventor can make their time machine do that they don't worry about any of the unintended side effects. These usually manifest when a time machine departs or arrives (or both) which can alert an agent that temporal science has been used. Side effects can include:

- **Electrical Discharge:** Lightning lashes out from around where the time machine is or where it will be. If inside this can damage electrical devices and if outside this can discharge into the sky in a reverse lightning strike.
- **Time Glitch:** Time in the local area jumps forwards or backwards a few seconds. Sometimes this only affects time pieces.
- **Temperature Change:** It suddenly becomes very hot (enough to cause water to turn into vapor) or very cold (creating frost or ice). This is usually not enough to cause damage but is uncomfortable.
- **Animal Confusion:** Animals display odd behavior. Birds may become disoriented and fly into the ground or windows, sheep may suffer epileptic seizures, house pets may become frightened or aggressive.
- **Gravity Suspension:** The pull of gravity is reduced, causing small objects to float. An extreme version of this reverses gravity, causing objects to rise into the air until the time machine departs or arrives.
- **Sound:** The time machine is accompanied by a noticeable sound. This could be a wheezing, beeping, or whoosh but can be as loud as a sonic boom that rattles or shatters windows.
- **Mental Echoes:** Those in the vicinity of the time machine experience memories which originate from where the time machine has come from or is going to. This could be a memory of something they experienced in the past or a glimpse of something that will happen to them.
- **Power Out:** Electrical systems are temporarily drained. Lights turn on and off, vehicles come to a stop and batteries die.
- **Tremors:** The departure of the time machine shifts the ground itself, creating tremors which can be traced to their epicentre. These tremors can vary in magnitude to minor to powerful enough to cause structural damage.

- **Damage Aura:** Anything around the time machine when it is active suffers some degree of damage. It might scorch the ground beneath it, burn those within its vicinity, or entirely vaporize anything caught within the aura. This can make it easier to track where a time machine has been.

Time Twins

An agent traveling through the centuries may be surprised to encounter an individual who appears identical to someone they know or a famous individual. They may even encounter their own double. This can't always be explained by genetics, with the doppelgänger having no bloodline link to their double. These are known as time twins.

There are many theories on how a time twin might manifest. It is possible that there is only a certain number of possible genetic figurations and so in the vastness of time the same combination might arise. It is also possible that when a person dies they leave a template in time and will reincarnate in the future, not unlike when someone is subsumed. Another theory is when someone is truly anchored in reality not even death can remove them entirely. The true reason is likely to be stranger than anyone has so far speculated on.

Time twins are extremely rare and when they do manifest go unnoticed because only a time traveler or someone with access to historical records would be able to make the comparison if they knew what to look for in the first place. Not everyone has a time twin but if they do they may have more than one, spread throughout time and space.

Nonetheless, the existence of a time twin creates interesting possibilities. A time traveler can find it useful to impersonate their time twin, allowing them to assume the role of someone already enmeshed in the local time period. A time twin could also be swapped for their double, filling a hole in time if something happened to the original. They might also act as a decoy, drawing attacks that were meant for their twin.

Some time twins naturally generate choral energy. When placed in stressful situations the distance between the twins shortens, bringing them closer in time. With a sufficient build-up or stressful situation they can be drawn to the same time period, either one native to one of the twins or somewhere in the middle. This usually doesn't last, the universe naturally returning them to their rightful place. When this doesn't happen TimeWatch needs to step in.

TimeWatch established the Gemini division to track these twins. Agents are requested to report any time twins they encounter, in case they become useful at a later date. Not all time twins are so easy to spot. As in real life, some twins aren't identical copies of each other.

They may still have a link, drawn together across time. TimeWatch often tries to recruit these time twins as they often work well together and don't draw as much attention as two identical agents.

Time Sinkhole

While it is impossible to identify when time travel was first invented it the first place it was discovered was Earth. Species on distant worlds find that when they usual temporal technology it draws them towards our planet. This isn't always immediately obvious, as depending on how far they travel they may experience a small spatial drift. If they let the 'current' take them they will eventually arrive on Earth.

This has led to Earth attracting numerous alien visitors, throughout our history. With no frame of context, an alien temporal visitor might not know that they've traveled in time and are now in their past or future. These aliens might not know why they have been dragged off-course to this strange planet.

Other aliens grasp the significance and realize that anyone who controls the Earth controls time travel. Once on Earth, a time machine is free of its pull, like sitting at the eye of the storm, allowing them to use temporal technology to more easily reach any other point in time and space. This makes Earth extremely valuable.

Some believe that time itself didn't exist until Earth created time travel. That they tore a hole in reality that allowed the very concepts of past, present, and future to exist. This has created the pull the planet exerts and one day time itself will run out. Fanatics believe that if Earth was destroyed then the hole would seal and the universe would no longer suffer from decay and change.

All of this explains why Earth is such a focal point for alien visitations and invasions. No other world experiences such a high degree of alien interference. The fact that most use temporal technology (knowingly or not) means that such intrusions are usually disruptions to the timeline and so are suppressed by TimeWatch.

TimeWatch agents rarely experience the pull of Earth, since they chiefly operate there. Time travelers who explore the universe find that it is easier for them to navigate by returning to Earth after each visit to an alien world, although they may not know why.

Tulpa

In the late 23rd century there becomes a popular movement to use time travel to exorcise evil from oneself. The theory was that instability could be deliberately induced, viewing on a subliminal level all the potential worst things you could do and vow not to do them. The goal is rather than being subsumed by the universe you force it to make you the best version of yourself. This becomes known as the tulpa method.

In practice, those undergoing this process never get close to being subsumed. Rather they just decide to be a better person, a vow they may or may not keep to but they feel better about themselves regardless. Skilled attendants are supposed to keep individuals anchored but there is always a risk that they might be erased entirely.

What wasn't well understood until much later is that the exercised evil has to go somewhere. All those evil acts that the subject will no longer do must be done by someone and so when the universe rewrites itself it creates a tulpa. This is a twisted reflection of the individual, carrying their sins, and committing their terrible acts.

A tulpa is born with a complete set of memories and history. They may never learn their true nature but will be oddly drawn to their creator. They will feel an inexplicable sense of loss and hatred when they see them, wishing to destroy them but feeling as if their existence is tied to theirs.

The most self-aware and insightful tulpas can learn what they really are. Some try to break free from their creator while others dedicate themselves to becoming their nemesis. They may continually reinvent themselves, ensuring they are always a dark counterpoint to their creator.

TimeWatch, for a brief period, tried to use the tulpa method to create perfect agents. This ended up releasing evil time traveling-tulpas into the cosmos to cause chaos. Rather than persist in this technique they recruited those who had already undergone the method from the late 23rd century, benefiting from their innate goodness and tasking them to deal with their own tulpas (although these agents weren't always told that was what they were doing).

CHAPTER 4: TIMELINE

THE DEVOURING

Not long after the universe had come into existence it was almost consumed by a terrible disaster, the devouring. World time-ships, fleeing the end of the universe clocked in, their systems overloading, either due to the strain placed upon them or through sabotage.

The resulting implosions created black holes. As they drew in the surrounding mater they ignited the gas clouds, which created a chain reaction. The more energy the black holes absorbed the bigger they got and the greater pull they exerted. If not stopped the still growing universe would have been entirely consumed in this inferno.

It took the combined force of several time travel organizations, including TimeWatch, to halt the chain reaction, using super-science to prevent the gas clouds from igniting while other gas clouds were moved to prevent them from being caught within the chain reaction.

This left numerous supermassive black holes, which would puzzle the scientific community in the far future. Ranging from 100,000 to tens of billions of times the mass of the Sun, scientists would struggle to work out how a star could be created, collapse into a black hole and become supermassive in the short time since the universe was created.

It is also thought that the movement of the gas clouds led to them coalescing into many of the star systems that become significant in the future, including the Sol system.

13.7 Billion Years Ago



INVOLVING THE PCS

Throughout the timeline, whenever unnamed TimeWatch agents are mentioned, consider having your PCs be involved in the events. They don't need to carry out the actions noted. They can resolve things their own way. Consider how their solution might change events (for better or worse).

4.5 Billion Years Ago

PCs can be assigned to rescue specific individuals from Theia, preferably scholars who can provide insight into their culture and history.

Originating as a Theian can be an interesting background for an agent. They would have experienced first hand what it is like to lose a world and for your entire culture to be lost.

PCs can encounter Theian artifacts before they are let in on the big secret. Finding evidence of a completely unknown culture can be tantalizing and then they find out there is a whole other world that had to die for human life to exist.

EARTH COLLIDES WITH THEIA

The planet Theia is destroyed as it collides with Earth, the two planets merging and debris forming the moon. Expeditions to Theia reveal that it was the size of Mars, with a breathable atmosphere, and carrying abundant life. The native species, the Theians, closely resembled humans and it is suspected that they were at least partially responsible for seeding Earth with the raw materials from which life first sprang.

Theia had spent millennia spiraling through the solar system, adapting and changing to radically changing climates. The Theians had reached a bronze age civilization. They produced peerless works of art, they had developed unheard of schools of philosophy and religions that healed their soul. Paradise was within their grasp as their planet was pulled towards Earth.

The destruction of Theia is vital to shaping the Earth as we know it yet there have been few, if any, attempts to alter this event. This is due to a combination of factors. Few now about Theia and those that do usually originate from Earth after this period and so depend on it happening. A time traveler not tied to Earth would find preventing the collision near impossible and if they had the resources to do so there are simpler ways they could alter history.

Theia is still a fascinating world to explore, with its own history to discover. Some remnants that survive the cataclysmic collision with artifacts buried near the molten core of Earth or beneath the lunar surface. There is a rumor that an enterprising time traveler was able to place a protective bubble around a Theian city and that they survive in a cavern at the center of the Earth.

3.9 Billion Years Ago

MOON CATAclysm

The outer planets of our solar system move ever further from the center, breaking apart and sending huge chunks of rock hurtling towards Earth. By sheer chance the moon's orbit places it between the Earth and these projectiles, shielding our world. The largest of these impacts creates the Imbrium crater.

This illustrates how vital the moon is to protecting the Earth from space debris. If the moon is destroyed or its orbit changed then Earth will suffer numerous extinction-level impacts and may even be obliterated.

CHRONOS CRYSTAL INFECTION

Many species of dinosaurs would consume rocks to help break down food in their stomachs. An intrusion of chronos crystals were thus they swallowed by dinosaurs and began to grow throughout their bodies. Even those dinosaurs who didn't eat the crystals became infected when they consumed the bodies of dinosaurs that had.

Due to the size of most dinosaurs, it could take several months for the chronos crystals to kill them. During that time they gained the ability to clock out. This resulted in dinosaurs appearing in the future, causing chaos. In addition to the property damage and loss of life, they would spread chronos crystals in their wake.

TimeWatch were finally able to work out where the dinosaurs originated from and locate the chronos crystal intrusion. They were successfully removed, despite the dangers presented by nearby dinosaurs, preventing the infection from spreading further.

68 Million Years Ago



HELL PIT

The meteor impact that wiped out the dinosaurs also created a magma chamber at the point of impact, encompassing 33,590 cubic miles. It would be nearly two million years before the pit began to cool and remarkably life arose within its' hellish domain.

The conditions within the hell pit are roughly analogous to that of primordial Earth when the first life arose. Left unattended the life within the chamber could someday emerge, threatening to destabilize an ecosystem already recovering from a mass extinction event. Added to that the possible influence of the Colony and TimeWatch has every reason to be concerned.

For the most part, it is only microbes that make their home within the hell pit, feeding on the sulfur produced by the magma. TimeWatch has installed heat resistant sensors that detect when lifeforms of substantial size develop. A team is then sent in to capture, study and possibly eliminate this new life.

No one enjoys these missions, taking place as they do in extremely hostile conditions. While provided with the best heat protection available an encounter with a hostile lifeform can breach those defenses, instantly cooking an unlucky agent. Sadly it is necessary, as TimeWatch has encountered several monstrous creatures within the hell pit that would have decimated all life on Earth if it had been allowed to emerge.

66 Million Years Ago

The Hell Pit exists as a ready-made monster factory. There are millions of years for terrible creatures to evolve.

Time travelers may come here to capturing new, deadly lifeforms. Agents might encounter such creatures being used as guard animals or augmented by evil corporations.

In some divergent timelines, the Hell Pit might give birth to a new dominant lifeform. They may use time travel technology to travel back to this point to ensure their distant ancestors survive.

200,000 BCE

This can be a fun time period to drop PCs into (perhaps when their autochron malfunctions) and for them to solve the mystery of how these two very different societies could exist, side by side.

The contrast between the stone-age Neanderthals and the pampered evacuees from the future can be played for laughs (ensuring you include plenty of rock and stone puns) or taken seriously, examine the difference between the haves and the have nots.

TimeWatch agents (including the PCs) can be called in to deal with diplomatic incidents and find a way for both societies to co-exist.

The sophosaurs provide a further source of problems. They may resent that their kin have been domesticated by the Neanderthals.

If freed from their Neanderthals masters then these slightly more evolved dinosaurs could evolve into a version of the sophosaurs.

The PCs may decide (or be ordered) to investigate just how is it that the Neanderthals keep coming up with anachronistic items.

It could be due to their exposure to the future technology of the Jetzia, or that future knowledge is subconsciously broadcast by time travelers, telepathically.

Someone from Jetzia might also be providing future technology in order to make the Neanderthal society more advanced and so easier to get along with.

FLINT & JET

Due to intervention by the sophosaurs, the asteroid that struck the Earth did less damage than it did originally. While the ancestors of the sophosaurs were still wiped out several breeds of dinosaurs survived. In the aftermath of the impact, they became smaller and more docile. By the time of the Neanderthals most had been domesticated, put to work plowing fields, helping to hunt down prey, or simply acting as loyal companions.

This symbiotic relationship allowed the Neanderthals to advance more quickly, establishing small communities and reaching stone-age technology, particularly flint. Time-Watch was able to remove most of these communities but one, in particular, provided impossible to erase thanks to a floating city hovering above it.

The city, Jetzia, used a temporal engine to escape the plague ravaging the world in the year 2470. Using an interdiction device to prevent others from their time following them they have unwittingly protected the stone age community. The combination of temporal stasis around an altered point in history prevents it from being erased.

For the most part, the two anachronistic societies rarely interact. Jetzia remains above the clouds, the majority of the Neanderthals oblivious to their presence. The residents of Jetzia are aware of those beneath them and try to avoid conflict, for fear they might eliminate one of their ancestors. Nonetheless, Neanderthal hunting parties have encountered mining expeditions from Jetzia, leading to conflict.

Thankfully there are little long term consequences from either community to the rest of history. At some point, both meet their demise. What relics they leave behind are dismissed as anomalies by archaeologists or covered up by the TimeWatch agents.

As such TimeWatch is willing to let them remain. They have sent envoys to Jetzia (arriving outside the range of their interdiction device) to make it clear that their continued existence is tenuous and that should not try to interfere with the development of other cultures or establish settlements elsewhere.

The stone age community is worthy of study, especially as their technology continues to develop. It has already been observed they can spontaneously invent anachronistic devices, usually by combining them with their domesticated dinosaurs (such as their wheeled vehicles pulled by miniature ceratopsia).

EMPIRE OF PUNT

This ancient kingdom is notable to time travelers for just how little is known about it in the contemporary age. Records are chiefly provided from the Egyptians, who undertook long journeys to obtain the riches of the 'land of the gods', including gold, ebony, myrr, and exotic animals. There are few traces of Punt that remain and even its location was a mystery.

Thanks to time travel TimeWatch was able to confirm that it exists on the Horn of Africa, in the area which would later be called Opone. Punt is a powerful empire, which uses its wealth to ensure that none of its subjects want for anything. They use diplomacy and trade deals to maintain peace, making it unwise for any others to attack them.

The empire becomes a haven for time travelers. Not only is its' existence little known simply finding it is a challenge, making it a good place to hide. It exists far enough back in history that it is difficult for a time traveler to accidentally (or deliberately) alter history which makes it a good place to relax. The fact that so little is known makes it an appealing area to research and the sheer wealth of the kingdom makes it a very pleasant place to stay.

THE GIFT OF PROPHECY

Fleeing 2480, a group of radical environmentalists crashes their time machine into Mount Parnassus, 100 miles northeast of Athens. There are three survivors; Gaia, her son Pytho and Daphnis. Gaia and Pytho were primals, using psychic energy to transform themselves into elemental forces. Gaia controlled plants while Pytho embodied serpents, taking on a dragon-like form. Only Daphnis remained human, acting as their priestess and mediator with the locals.

The group had brought with them a liquid data tank, storing all future history. Unfortunately, the crash buried the tank in an underground lava tunnel, causing it to leak vapor which bestowed visions of the future. Nonetheless, the group preserved with their team, luring locals to worship their new goddess and oracle.

A temple was erected and they gained a reputation for being able to accurately predict the future. During this time Pytho was losing his grip on his humanity, first feeding on livestock and then devouring those making the pilgrimage to the temple. Gaia was forced to use her powers to kill her son, using trees, and vines to entangle and constrict his scaly, writhing body to death. In her despair Gaia lost her sense of self, fading into nothingness.

2500-980 BCE

One of the biggest questions that TimeWatch has left to answer is what happened to Punt. They've not yet sent agents to research the decline of the kingdom. It is possible that the kingdom simply dissolved or that it was conquered by nearby nations.

There is also an indication that centuries of time travelers visiting the kingdom may have triggered an expansive instability, which may explain why so little of Punt is left to find past 980 BC.

1700 BCE

Liquid data tanks might be used in a similar manner in future scenarios. Post-apocalyptic cults or the descendants of human colonists might drink or inhale the fumes without knowing what it truly is.

In this case, it could provide them with visions of the past or useful information but once consumed that data is no longer in the tank.

How might these societies be shaped by these visions and would this depend on who it was who received them?

1700 BCE

The PCs might be the one who initially become aware of the source of the oracles powers.

It could be that one particular prophecy causes history to diverge or the agents might just hear very accurate prophecy while they are in ancient Greece.

The seers, psychics from the future, may seek out the oracles, believing them to possess the power of precognition and try to persuade the priestesses to gain control of Greece.

Alone Daphnis ensured that there would always be an oracle at the temple. The temple was rededicated to Apollo and the young priestess who inhaled the vapors from the data tank (along with the ethylene, ethane and methane) were oracles or pythia.

People came from all over Greece to receive prophecy. The priestess would use drugs to put themselves into a suggestible state and to prevent themselves from being overwhelmed by the information that flooded them. Their prophecies were delivered in a delirium, lacking enough clarity to diverge history by providing foreknowledge but with enough accuracy (even if this is only realized in retrospect) to maintain their reputation as soothsayers.

TimeWatch monitors these oracles, ensuring that they don't reveal too much. It took an intensive investigation to discover how they were gaining their powers and there are plans to try and either remove or seal the buried data tank to prevent any further information from being leaked.

There are also concerns that Gaia or Pytho might become active again. The resurgence of primals in ancient Greece could create serious problems.

1325 BCE

DEATH OF TUTANKHAMUN

The boy-king dies at the age of 17 from an infection. At least he was supposed to. Miraculously he recovers, leading to a reign that lasts until he is 50. TimeWatch agents are sent to investigate, initially suspecting that some well-meaning time traveler cured the pharaoh.

What they discover is that Tutankhamun did die but is now the host of a mortis. During the investigation they are captured and are sealed inside a pyramid. Before they can be devoured by the newly resurrected dead within they are able to conceal their tethers, which are discovered when the tomb is excavated in the 19th century.

This triggers an alert to TimeWatch who are able to successfully send a team back to save the agents and work together to depose Tutankhamun before he can initiate a bloody war.



AMAZONS ARRIVE FROM FUTURE

300 BCE

Fleeing a new dark age in the 25th century a commune of women travel through a time rip to Anatolia. Calling themselves amazons they were able to continue their all-female society thanks to the use of artificial wombs.

They had been hardened by a daily struggle for survival and battles with other post-apocalyptic tribes. Nonetheless, they'd traveled far, both in time and space and so were caught unawares by slavers, who filled three ships with slaves.

The remaining amazons were able to track down these slavers, freeing their sisters through a combination of superior battle tactics and advanced technology (which the slavers perceived as magical artifacts).

In the following years, their community grew and spread. They took in women fleeing oppression and lending their strength to causes they believed in.

They gained a reputation for being warriors, feared and admired in equal measure. During this time period, they successfully repelled aliens and time travelers who the locals believed to be monsters.

By 200 BC their artificial wombs had broken down, as had most of their advanced technology. Men were allowed into their society but this act diluted their power. The amazons had hoped equality would exist but men took more and more control until women were reduced to wives, servants, and worse.

Legends said that the amazons used magic to hide from the world of men but they simply were absorbed into the population. What few pieces of working advanced technology remained were hidden in the vaults and temples that the amazons once considered sacred.

FIRST CHINESE EMPEROR DIES

210 BCE

Emperor Qin Shi Huang, having unified China, was fearful of death. This was exasperated the previous year when a meteor fell from the sky and someone (actually a time traveler) had inscribed upon it 'The First Emperor will die and his lands divided'. It was an ill-omen, one for which the emperor had everyone in the vicinity killed for.

It was while searching for a fabled isle of immortals that the emperor died, ironically, from the mercury in the medicine he was taking to extend his life. No sooner than his chief minister, Li Si, confirmed his death a mortis possessed the dead ruler's body.

Agents could become involved in the amazons' efforts to save their sisters from slavery.

They might do this simply because it is the right thing to do but they might also do it to gain their favor or because they want to rescue them so that they can be removed from the timeline.

A PC might have been an amazon before they were recruited by TimeWatch, which would give them an interesting insight into living in two different time periods.

Does the Isle of Immortals actually exist? Could it be the source of the immortals that TimeWatch has encountered?

Once a team of agents has dealt with the mortis they may decide to carry on the Emperors' quest, using his research to help them.

It could be that the island is the site of a crashed future or alien technology. For example, it could be a medical apparatus that not only heals wounds but extends life.

This artifact could be the basis of dagda's cauldron from Irish mythology which was said to not only heal wounds but bring the dead back to life.

Alternatively, the immortals could be alien in nature. Trapped on Earth they began to breed with the locals, introducing their immortal blood into the gene pool.

210 BCE

The mortis made its plan clear, to quell any rebellion by ordering mass executions in troublesome provinces. Li Si was complicit in this plan, fearing that there would be uprisings if the public became aware that the emperor had died. As the emperor's carriage headed back towards the palace Li Si concealed the scent of decay emanating from the emperor's rotting body by having wagons of rotting fish positioned ahead and behind the vehicle.

This resulted in a divergent timeline in which the emperor was declared immortal. Death stalked China, giving them more hosts to possess. Within a century half of the world's population had been massacred. The mortis were only defeated by a TimeWatch team traveling back and exposing that the emperor had died before his carriage reached the palace.

80 BCE – 960 CE

KINGDOM OF AKSUM

If a rival time travel organization gains an upper hand sections of history can become enemy territory.

If history is changed, such as the Holy Age converting the kingdom of Aksum, then TimeWatch may decide it isn't worth spending resources to change things back, if they restrict themselves to 80 BC to 960 AD.

TimeWatch may wait until such enemy territory is under attack, for example, while dealing with the Te'Pk virus, to try and reclaim the territory.

If your campaign has several prominent rival time travel organizations the places and times that each group control can shift.

Should the PCs investigation lead to one of these enemy-held territories then the stakes have just been raised.

Do they enter and risk being caught by the enemy or do they pursue other lines of inquiry?

The Kingdom of Aksum was an expansive trading empire in Northern Ethiopia. Their trade routes stretched to India, Egypt, Somalia, China, Persia, and Southern Europe. They exported gold, spices and cloth, becoming a primary exporter of African goods to the Roman Empire. This made them a very wealthy kingdom.

Culturally they developed their own written language of Ge'ez and were known for their obelisks, which could stand up to 100 feet tall.

In the 330, the kingdom of Aksum converts to Christianity, one of the first empires in the world to do so. This has brought them to the attention of the religious time travel group, the Holy Age, who have made several attempts to make Aksum an ally, altering history to preserve the kingdom and introduce them to time travel.

Although TimeWatch has reversed these changes there still exist pockets of anomalous Aksum colonies around the world, protected by obelisks that hold back the revision of time.

The sentient parasitic language of Te'Pk has attempted to infect the language of Ge'ez, using the Aksum trade routes to spread itself far and wide. Luckily TimeWatch agents were able to follow the spread of the infection back to its source and stop it before it began.

The decline of the empire was due to its overpopulation, which forced them to over farm the land. This led to soil erosion, causing crops to fail. While they used their wealth to stave off starvation they no longer made the profit they once had. This resulted in a mass exodus and the dissolution of the empire.

SPARTACUS RECRUITED

TimeWatch is always looking to recruit exceptional individuals and Spartacus fit that bill. Having engineered the escape of 70 slaves in 73 BC, the former gladiator was able to use ingenuity and military tactics to defeat Roman soldiers and bring more slaves to their cause, establishing a base on Mount Vesuvius.

Not only was Spartacus tough and resourceful he met two other requirements, TimeWatch knew the date and location of his final battle and, history recorded that his body was not recovered. Agents were dispatched to 71 BC to the raging battle along river Sele.

The agents were surprised to find that rivals from Crosstime, the rebellion organization of former TimeWatch agents, already there. They had reached the wounded Spartacus before them and clocked out with him. Before the agents could follow they were captured by Roman soldiers.

TimeWatch sent another team to investigate and found the missing agents were among the 6,000 rebels who had been crucified on a trail that stretched a 100 miles from Capus to Rome. Their autochrons and tethers were recovered, and will it a record of what had happened.

Spartacus has become a prominent Crosstime operative. He has been convinced that TimeWatch has enslaved history and he is now freeing people from the chains of destiny. Spartacus has a keen interest in ending slavery where ever he encounters it. It is believed that this has led to his death but Crosstime has taken an imprint of his mind and can now download his consciousness into a new body should he be killed. In effect, anyone TimeWatch encounters can be Spartacus.

THE LOST LEGION

Following defeat at the Battle of Carrhae, 10,000 Roman soldiers became prisoners of the Parthians, forced to fight for their captors. These soldiers were sent to China, where they were once again captured by the Han, who were impressed with their tactics and fighting spirit. They were awarded the county of Liqian (the Han Empire's name for the Roman Empire), an outpost in the Gansu province. They spent the remainder of their days here, fighting off invaders from Tibet while bringing elements of Roman life to the area.

The fate of the lost legion is largely unknown, so their presence in China can surprise time travelers, who may incorrectly believe that this a divergence in the timeline. It is also a point in history that can be exploited.

71 BCE

SPARTACUS

Defense: Hit Threshold 4, Armor 1, Health 15

Offense: Scuffling +3 Shooting +1; Damage Modifier +1 (sword), +2 (beam pistol), Stun 5 (PaciFist)

Abilities: Tempus 23, Authority 4, History (Ancient) 8, Military Tactics 8, Outdoor Survival 5, Taunt 4, Athletics 8,

Special Abilities: Clock Out (cost 2), Flashback (Cost 5), Oracle (cost 1), Technology (cost 2), Teleport (cost 2)

Recruitment missions can be a good way for PCs to meet famous historical figures or just allow them to create a deeper bond with new TimeWatch NPCs.

Either they will be told where and when to make the approach or they can research this themselves.

Agents might wish to build a relationship with the potential recruit, so they are more likely to accept. This can involve traveling through their timeline, winning their favor at crucial points in their life.

37 BCE

Some historical mysteries may never be solved, such as the fate of the lost legion. What is presented here is plausible but, as of 2020, not confirmed.

PCs may encounter things which appear to anomalous but don't appear to have diverged history. If the historical mystery was never solved they have no way to confirm if this is what should really happen.

PCs may need to judge whether it requires intervention or if this can become part of true history.

37 BCE

Time travelers who wish to see that the Roman empire never ends, including those from parallel timelines where that is a fact, seek to use Liqian and the lost legion to conquer China. Sometimes this is done through military power and sometimes it is done through political influence.

In one incident news of the fate of the lost legion and their location reached the Roman empire, who sent an expedition to free them from the Han. This led to open conflict and the Roman troops were able to hold the Gansu province long enough for reinforcements to reach them. This led to decades of fighting that saw half of China fall to the Roman empire before a peace treaty was established. Bolstered by these advances the Roman Empire lasted into the 14th century.

The TimeWatch agents despatched to undo these events almost removed the lost legion until it was learned that they were supposed to be there.

64 CE

ROME BURNS

A group of firebug ezeru arrives in the Palatine Hill district of Rome on July the 18th. They start a fire that sweeps through the slums and spreads through Rome. TimeWatch agents apprehend the firebugs but they find that Nero, arriving on the second day of the fire, actively preventing the fire from being extinguished.

While he pretends to be a hero, making a public display of rescuing people and getting them to safety, Nero has his loyal agents reignite fires in the districts. He plans to allow the fire to destroy those part of Rome that he finds unsightly so he can rebuild them to his own design and pin the blame on Christians, who he will then execute in the coliseums.

History says that the fires were extinguished after three days but the TimeWatch see no indication that Nero will allow this to happen. To make sure only hundreds, not thousands died, the agents were forced to find a way to foil his plan without overthrowing the emperor.

This is a precarious time for the existence of England. If the Danes had successfully hunted King Alfred down then the history of Britain changes drastically, as dane law dominates the anglo-saxons.

Danish time travelers or fans of Vikings have been encountered in this time period, attempting to guide the Danes to their quarry. This has required TimeWatch agents to either throw them off the track or to accompany King Alfred as they flee, making sure they reach Athelney, no matter what.

878 CE

KING ALFRED FLEES

The Danes launch an attack on the royal stronghold of Chippenham. King Alfred is able to escape the slaughter with a small band. As the leader of the only kingdom not to have fallen the Danes pursue King Alfred through swamps, wood, and marshes. He was able to evade them, finding shelter at a fort on the island of Athelney, and mount a resistance, eventually leading to a decisive victory in the Battle of Edington.

THE HORNED BEAST OF VOLGA BULGARIA

Travelers of the steppes, in what will become European Russia, are repeatedly attacked by a large, bull-like creature with a horn. It would chase down those on horse-back and if it caught them it would fling them in the air with its horn until they were dead. Those who escaped were able to warn others to avoid the region.

A TimeWatch team sent to investigate these historical reports discovered the creature was a Elasmotherium, a giant woolly rhinoceros, over 6ft tall. Since the animal was supposed to have gone extinct over 100 thousand years ago the team correctly deduced that it had been dislocated in time. After some searching, the team was able to find the naturally occurring time rift and lure the elasmotherium through it before they sealed the hole in time.

A TRIBUTE OF WOLVES

In this year King Edgar of England demanded that the Welsh king, Hywel, had to provide a yearly tribute of 300 wolves. This tribute was paid for three years until Hywel advised that he could no longer find wolves within Wales.

In timelines where King Edgar either dies prior to 973 or he is convinced not to demand this tribute the number of wolves isn't so greatly reduced and so exist in much higher numbers until the late 19th century. This isn't usually the intended change of the time traveler responsible for the alteration unless they wish to preserve the wolf population.

THE TEMPLARS BURY THEIR TREASURE

For hundreds of years, the religious Templars had acted as bankers. They'd established strongholds across Europe and the Middle East, where pilgrims could deposit treasure, receiving a letter that allowed them to retrieve funds at other Templar buildings. The Templars were able to use this accumulated wealth to buy tracts of land and build fleets. The crowned heads of Europe even came to them to borrow money.

This ended in 1307, among rumors that the Templars were conducting satanic rituals. Philip IV of France saw this as an opportunity to escape the debt he owed the Templars, abolishing their organization. There were mass arrests and executions of Templars, with other countries following suite.

921 CE

ELASMOTHERIUM

Defense: Hit Threshold 4, Armor 1, Health 25

Offense: Scuffling +2 Damage Modifier +2 (horn), +3 (horn toss/charge)

Abilities: Athletics 14

Special Abilities: Strength (Cost 0)

973 CE

1307 CE

Recruitment missions can be a good way for PCs to meet famous historical figures or just allow them to create a deeper bond with new TimeWatch NPCs.

Either they will be told where and when to make the approach or they can research this themselves.

Agents might wish to build a relationship with the potential recruit, so they are more likely to accept. This can involve traveling through their timeline, winning their favor at crucial points in their life.

1307 CE



During this crackdown the Templars made plans to hide their treasure, to prevent it from being taken from them. In Paris alone, 50 horses were used to transport treasure to 18 galleys which set sail before they could be stopped. The ships went their separate ways, each setting out to hide their treasure where no one else could find it.

The Templars left clues so that those in their order could find them again. They were already well versed in ciphers, using them in their letters of credit so they couldn't be forged. Treasure hunters have spent centuries trying to decipher the clues left behind, with little luck.

Time travelers seek out the Templars treasure throughout the world and history. Some attempt to infiltrate the Templars but are often discovered and executed. The Templars took steps to avoid being followed as they moved their treasure to the ships, with few knowing which port they left from. Finding the treasures requires following the breadcrumbs they left through recorded history.

Of interest to TimeWatch is how the Templars' treasure may have influenced history. One TimeWatch investigation discovered that a group of Templars used their treasure to help fund Robert the Bruce's defeat of the English at the Battle of Bannockburn in 1314. Removal of such treasure can therefore alter the outcome of history.

Conversely recovered Templar treasure may be used by factions, either native to the time period or from elsewhere, to alter history. If a group has an unexpected source of income it may be related to Templar treasure. In these cases, TimeWatch needs to have it removed, either by their agents or the time thieves who receive an anonymous tip.

Some of the hidden Templar treasure contains dangerous artifacts that must be recovered. It is known that the ring containing the conscious of the alien warlord Pi'drak was part of a horde of treasure possessed by the Templars at some point, for example. TimeWatch has its own retrieval team conducting their own treasure hunt to make sure these objects can be removed from history.

THE PILGRIMAGE OF MANSA MUSA

1324 CE

Mansa Mause, ruler of the Mali Empire makes a pilgrimage to Mecca. He is accompanied by 60,000 men (including 12,000 slaves) carrying supplies and vast amounts of gold. Mansa Mause is extremely generous, making donations and giving gold to the poor his procession meets along the way. Reportedly he gives so much gold away in Egypt in July that it causes a 10-year gold recession.

Time travelers seeking gold visit the pilgrimage route, hoping they will be lucky enough to receive a donation. There are even some TimeWatch agents who visit here when they need extra funds during an investigation. TimeWatch allows such efforts since siphoning gold from the time period hastens the recovery of the region from the gold recession.

The more ruthless time travelers attempt to ambush the pilgrimage and take as much of the gold for themselves. Any such attempts are ambitious since they must deal with thousands of servants and slaves. Many time thieves have speculated how such a heist might be pulled off. TimeWatch does its best to try and thwart such attempts as an attack (let alone the death of Mansa Mause) could trigger a war in the region with the Mali Empire.

Some believe that without the ten-year gold recession in Egypt they can ensure that the Egyptian empire thrives for longer. To this end they try to either make sure that Mansa Mause doesn't make his diversion and continues directly to Mecca or that he never goes on his pilgrimage (usually by influencing him earlier to change his religion.)

KAFTAR INFILTRATION

1334 CE

In the town of Barwan in India people, predominately children, are found dead, with no outward sign of violence. Medical examination reveals that each of the victim's hearts were missing from their body. The scholar and explorer Ibn Battuta was the acting mayor at the time and appealed to the sultan for help. The sultan sent his lieutenants to hunt for the demons that were hiding among the people of Barwan.

A TimeWatch team was sent to investigate and discovered the presence of the shape-shifting canine alien race, the kaftar. They'd so far avoided detection but were happy to watch innocent people be put on trial and executed for their crimes. At the same time, the agents couldn't allow the sultan's men to find one of the kaftar and give them confirmation that 'demons' really did exist.

1334 CE

The agents were able to convince the locals that a pack of hyenas were responsible for eating the hearts of those who were killed, discrediting anyone who claimed that the bodies were unmarked. The kaftar withdrew through the portal they'd created, vowing to return once they'd had time to think about what they'd experienced on Earth.

1348 CE

THE DEAD OF FRANCE

Amid the Black Death, TimeWatch agents discover an invasion force of quaran, who either were responsible for the plague or who were attempting to capture a sample. Establishing themselves at a monastery the aliens were killing those fleeing the plague, forcing the monks to lure innocent people into their trap.

The situation was further complicated by an invading force of mortis, possessing the plague-ridden dead. Converging on the monastery the TimeWatch agents had to decide how best to ensure both invaders were defeated while minimizing disruption to the timeline.

1483 CE

PRINCES IN THE TOWER

Following the death of his father, Edward V of England lodged at the Tower of London, as was tradition, before his coronation. He was joined by his brother a month later but the coronation was postponed by their uncle, Richard, Duke of York. They were soon declared illegitimate, with King Richard III being crowned on the 3rd of July.

The fate of the princes remained a mystery. There were sightings of the children in the summer (although from a distance) by winter it was assumed they were dead, many suspecting that Richard III had killed them (even though as he'd already been crowned and parliament had confirmed the princes' illegitimacy he'd have no cause to).

The historical mystery has attracted time travelers, who want to solve it for themselves. TimeWatch believes that these time travelers allow either one or both princes to escape. This will likely have triggered a paradox since the time traveler will have caused the very mystery they were investigating.

The ultimate fate of the princes remains unknown. They may be at large in the local time period and there were certainly enough people claiming to be the escaped princes to gain some prestige. It is also possible that they were taken to another era, where they could enjoy full, happy lives. The worst-case scenario is that a time traveler is hoping to use them as figureheads to raise an army to overthrow Richard III or Henry Tudor.

ENGLISH SWEATING SICKNESS

1485 - 1551 CE

During this period there were outbreaks of a mysterious disease that caused excessive sweating (earning its name), dehydration, exhaustion, and death. This fever was accompanied by headaches, stomach ache, and pain throughout the body. It could strike suddenly and no one knew how it spread.

Thousands died, with major outbreaks in 1485, 1508, 1517, 1528, and 1555, although there are indications there were minor outbreaks during this period. While pestilence is not uncommon during this era TimeWatch is suspicious that aside from 1528 (when the disease spread from Norway to Russia) the disease remained restricted to England.

The disease was particularly rife among the aristocracy, especially the idle young men. This may have been a targeted attack, an attempt to change the subsequent successions. If introduced by a time traveler then the English sweating disease may already have changed English history.

Aside from time-traveling virologists candidates for this event include the quaran (known for using germ warfare) or the primal (whose ability to control nature may extend to disease). Possibly the disease was deliberately spread by French mercenaries to weaken England, in which case questions remain where they obtained the disease and where did it end up.

Modern science was never able to identify the disease so to learn more TimeWatch needs to send agents to collect a sample. There is no guarantee that their standard immunization will protect them from the disease and certainly the medical practitioners of the time will not be able to help them (the treatment at the time was to wrap the sufferer in thick layers of clothing to sweat out the disease).

It is therefore not a mission that TimeWatch assigns lightly and so is waiting for agents who display particularly fortitude and resolve.

PIRI REIS CREATES MAP DEPICTING ANTARCTICA

1513 CE

Turkish cartographer Ahmed Muhiddin Piri, known as Piri Reis, used a variety of sources to create a world map. One of the continents depicted is Antarctica, before its discovery in 1773. Furthermore, it depicts the continent as it would have appeared 6,000 years before it was covered in ice.

1513 CE

The map survived through the centuries, resurfacing in 1929, but it wasn't until 1965 that the significance of the depiction of Antarctica drew attention to it. Examination of the map confirmed that the map was authentic but it was unclear where Piri Reis had obtained his information about Antarctica.

TimeWatch is aware of this anomaly and has dispatched a team of agents to 1513 to find the truth. They were able to locate the map that Piri Reis used as his source, constructed from a futuristic material. It appears that a time traveler lost the map while in the Ottoman Empire.

A search is underway to locate the time traveler, to discover their fate, and find out why they need a map of ancient Antarctica. They are particularly concerned with details that Piri Reis left off his map which appears to show artificial structures that may indicate a base or city.

1540 CE

FAUST'S STEAM ENGINE

Johann Georg Faust was a German astrologer, magician, and fraud. For years he'd been performing tricks and telling fortunes, gaining a reputation for blasphemy. A prideful man he claimed he could even duplicate the miracles of Christ. He was just the type of man who might accept a deal with the devil, which is why the demonic Infernus approached him in 1535.

Provided with advanced scientific knowledge Faust improved his reputation as a scholar. He presented his scientific experiments as magic but they worked and impressed his audiences. Through him, the Infernus hoped to transform the world.

In 1540 they managed just that when Faust demonstrated a working steam engine. Automated factories, cars, and electricity in every home soon followed. Germany leapt ahead centuries in technology, dominating the world soon after. TimeWatch were able to track the divergence to Faust's demonstration at the Hotel zum Löwen.

The outcome of that mission is classified but Faust died in an explosion in 1540 or in 1541 (when he demonstrated the steam engine again for the crowned heads of Europe). It is believed that the explosion was caused by sabotage to the steam engine.

The sad fate of Faust became legendary, a warning not to deal with the devil. It became the basis of several novels and plays which deterred others from dealing with Infernus in the future.

DEE'S MEN

Doctor John Dee shares with Queen Elizabeth his discovery of dangerous supernatural entities in Britain. With her approval, he creates 'Dee's Men', a secret organization to hunt down and eliminate these forces and the cults that worship them. His agents are each given a number of occult significance (Dee going by 007) and work from Dee's home in mortlake.

Over several years Dee's Men come into conflict with primals and their agents. They are instrumental in preventing these powerful nature spirits from gaining control of the country as well as preventing an assassination attempt on Queen Elizabeth.

In 1595 Dee is made Warden of Christ's College in Manchester, which becomes the organizations new headquarters. An impressive occult library and collection of supernatural artifacts are gathered there. They continued to operate from here until 1605 when Dee disbanded the group, following the death of Queen Elizabeth. His agents, no longer able to count on the protection of the court, were despatched across the globe continuing their fight in secret.

FRANCIS DRAKE AND THE SEA WITCHES

Looking for any edge he could use against the Spanish, and ill-prepared for the estimated armada's attack in May, Francis Drake traveled to Devil's Point at Plymouth, seeking out the Sea Witches. Locals described them as green-skinned women who lived in the water's around the coast.

Drake was able to find these women, resting on the rocks during the night. Although initially hostile Drake was able to persuade them that it was in their interests to help him and the country, to prevent the Spanish from invading. In return for certain boons they agreed.

Using their powers the witches summoned a storm on May the 19th, which forced the Spanish armada to turn back. By the time they launched a second attempt on July 19th Drake had ensured the British navy was ready. Without the interference of the Sea Witches things could have been very different.

In the coming years, the Sea Witches would try to force Francis Drake to make good on their promises to them. When he refused they terrorized both fishermen and the British navy, sinking ships and attacking those at sea. In response, Drake revealed their existence to Dee's Men, who were able to successfully locate the underwater colony of the Sea Witches and drive them away.

1580 CE

TimeWatch agents during this era can seek out help from Dee's Men but they may also come under investigation themselves if their behavior creates suspicion.

TimeWatch is keen to trace where occult texts and artifacts went after 1605 but so far the former Dee's Men have done too good a job covering their tracks.

1588 CE

A TimeWatch team was sent to investigate the Sea Witches, following the discovery of one of their arcane texts, which caused history to diverge in 1940. They discovered the Sea Witches were an exclusively female colony of sasaqua. In 1570 they'd been approached by a seer, who had taught them to harness their psychic abilities, which they focused through the rituals they performed.

As their presence was so important to the outcome in the conflict between the British and Spanish fleets, and the Sea Witches were eventually dealt with, the decision was made not to interfere (other than to aide Dee's Men in their hunt). Of greater concern was the unnamed seer who had taught the witches their rituals, but tracking him proved far more difficult.

1620 CE

A different tact that some time travelers use is to become one of the pilgrims. This takes more commitment, and they must also endure the harsh conditions the colonists experienced, but if they begin their own family then they know millions of individuals will be able to trace their ancestry back to them. Sometimes this is just done for vanity and other times it is a safeguard, ensuring that they can't be erased from history prior to this point without millions being wiped from history, something that even TimeWatch may hesitate over. A time traveler may want to do this to prevent any earlier alterations from history being undone by TimeWatch.

VOYAGE OF THE MAYFLOWER

The English ship, the Mayflower, transports 102 pilgrims to Cape Cod, USA. By the 21st century, 35 million people will be able to trace their ancestry to these colonists. Due to their importance to both the history of America and the importance of their descendants TimeWatch is very protective of the ship. Several of the crew are undercover TimeWatch agents and, during the voyage, the ship is trailed by a shepherd in a small submersible.

This doesn't prevent time travelers from attempting to sink the ship or otherwise kill the colonists. If they succeed George Eastman (founder of Eastman Kodak), Julia Child (television cook), James Garfield, John Adams, Norman Rockwell, Humphrey Bogart, Zachary Taylor, and more vanish from history. TimeWatch keeps a record of historical figures descended from the Mayflower pilgrims and if they vanish at the same time they immediately know where the most likely point of historical divergence occurred.

DRAGON MOUNTAIN

The Alps become the hunting ground of a dragosaur, reconstituted from the sophosaurs erased timeline. Alerted to its existence by a book written by professor Johann Scheuchzr in 1723, a team of sophosaurs arrives this year to capture the beast, either to protect it or place it under their control.

To protect themselves the sophosaur bring with them personal forcefield devices, resembling stone pellets that are swallowed. The mission goes disastrously wrong, the heat of the dragosaurs' fire breath exceeding the tolerance level of the forcefields, cooking them alive.

TimeWatch sends their own agents and are able to trap the dragosaur within a mountain cavern. Unable to destroy the lizard, that is protecting its' young, they place it within a stasis field and block off the cavern entrance. Agents will be despatched to the cavern over the years, ensuring that the stasis field holds.

To further protect the timeline Johann Scheuchzr is persuaded to exaggerate his reports on the dragon sightings, attributing it with a feline head and a fur-covered tail. This will lead to his claims to be dismissed in the future. The agents aren't able to do anything about the sophosaur force field pellets being swallowed by the chamois who live in the alps, rendering them invulnerable to hunter's bullets in subsequent years.



1722 CE

FRENCH REVOLUTION

The French Revolution sees the poor rise up against the rich, inspired by the American Revolution. Beginning with a series of uprisings, riots, and murder (including the storming the Bastille in July 1789) the Revolution sees the formation of the National Assembly (often referred to as the Assembly) who intend to take power from the King and rule for the people.

Old establishments are torn down, including the Church, while an age of reason began. The Reign of Terror began in 1793, with somewhere in the region of 16,594 dying under the guillotine. The French Revolutionary wars spread across the globe, France engaged in conflicts with Britain, Austria, and their allies. France also found itself engaged in civil wars, various factions unhappy with the Assembly.

This is a tumultuous time period for any TimeWatch agent to travel to. It is advised that all efforts be taken not to draw attention and take care that locals don't suspect you of being a noble, a priest, a politician, or a member of royalty. People are naturally suspicious and likely to deal out mob justice.

Time travelers who attempt to alter history during the French Revolution typically meet an unfortunate end but this doesn't deter some. This is a pivotal moment in not only France's history but the world. If the Revolution is stopped before it begins then the Church and Crown aren't dealt a blow which they never fully recover from, which makes both more influential in the following centuries. Without the Revolutionary wars then all those countries who would have been involved have resources they can put to other uses.

On a more conceptual level if the revolution fails then nationalism, the loyalty to one's country rather than its ruler, doesn't catch on in the same way. Additionally, the idea of a revolution may be less appealing to those who follow, without the tales and imagery of the French Revolution. Human rights are set back without the Assemblies' demands for equality for the people.

With such high stakes, TimeWatch overlooks small changes, such as rescuing individuals from the guillotine, especially if the person being rescued is removed from this time period. Indeed TimeWatch has had to arrange for their own agents to escape the blade.

1789 - 1799 CE

Rebellion time travel organizations tend to gravitate to this time period. The Revolution represents what they are trying to achieve, with TimeWatch's head on the block.

Those time travelers who can stomach the atrocities of the French Revolution find it a useful base of operations.

If TimeWatch agents do come for them they can always tell the locals that they are nobility and so send them to the guillotine.

The chaos of the era also makes it more difficult to track the activities of the rebellion or to locate their safe houses.

The Scarlet Pimpernel is a fictional character (created by Baroness Orczy and published in 1905) but a time travel out to rescue aristocrats from the guillotine may wish to adopt that identity.

This is unlikely to create too much of a divergence in history as the book will still be published (it will now just have a historical basis, rather than being entirely a work of fiction).

Multiple people might assume the role of the Scarlet Pimpernel, or become part of the League of the Scarlet Pimpernel.

1850 CE

TimeWatch was forced to intervene as Sasquatch DNA being added to the human gene pool would inevitably create divergences in the timeline. Each generation multiplied the number of humans that had unusual strength and endurance, coupled with barely contained animal fury.

Agents were able to trace the genealogy of the anomalous individuals appearing in the 19th and 20th centuries back to Zana. While communicating with her wasn't easy they were able to persuade her to leave the village with some of her children and help her reunite with the tribes of sasquatch that remained in the area.

Those children she left behind were monitored, to ensure that they didn't cause history to diverge, and their bones replaced after death so no one could learn that they weren't 100% human.

CAPTURE OF ZANA

The Caucasus mountain ranges were home to several tribes of sasquatch, deposited there by a Russian mad scientist in the future. This particular breed possessed red hair and eyes. While they are intelligent enough to use tools they lack the ability to speak, communicating through howls and grunts. They usually keep to themselves in the mountains and the thick forests, so are little concern to TimeWatch.

In 1850 an exiled female sasquatch was forced to forage for food further afield and was captured by hunters. She passed through several hands before being sold to a nobleman, Egi Genaba, who lived in the village of Tkхина. Given the name Zana, she refused to speak but was convinced to adopt the practice of wearing clothes and to sleep inside a house. Her incredible strength and her ability to outrun horses made her a figure of much interest among the villagers.

Within three years Zana had learned to perform chores within the village and gained a taste for wine. During this period Zana gave birth to four children. They were more human in appearance in their mother but shared her strength and hardiness, which was an advantage in the harsh climate.

1885 CE

LOST CITY OF KALAHARI

The explorer Guillermo Farinin is the latest in the long list of people who discovers the ruins of an ancient city in the Kalahari Desert, built in an unusual arc design and apparently thousands of years old. Subsequent attempts to return to the city failed but the nomadic Khoikhoi who lived in the region confirmed that their people had found the ruins but didn't know who had built it.

The city is a remnant of an erased parallel timeline, only occasionally coming into phase with our own. TimeWatch has compiled reports which indicate that it appears at random within the desert, some times as little more than a few stone structures and at others nearly pristine. It is unknown if the inhabitants of the city still exist but intriguing relics, which reveal hints of the world it originates from, can be found. This makes any reappearance of the lost city of Kalahari worth investigating.



THE WHITE HURRICANE

1888 CE

On March the 11th, a blizzard struck the East Coast of the US. Major cities including, New York, were buried under snow. Communication was cut off as telephone lines snapped under the weight of the snow, roads were blocked and the railway lines were disabled. Over 400 people died from the storm and it took more than a week to recover from the unexpectedly cold weather.

This natural disaster was made worse by the presence of a primal, Boreas, which drew his power from the cold. Manifesting as a towering figure made of snow and ice he gained a cult following, promising those who obeyed him would survive the cold. Originally from the future, Boreas planned to keep the East Coast perpetually frozen.

To do this he needed to focus his power on a blue diamond. Unfortunately for him, this had been stolen from his cult by a young boy, desperate for money as unscrupulous merchants exploited the desperation of the people by charging ridiculous amounts for food. Boreas directed his cult to hunt down the boy, manifesting when they need him to eliminate anyone who slowed their pursuit.

Investigating the timeline that would result from Boreas gaining the diamond and freezing the East Coast TimeWatch agents learned that the cult was hunting the boy and the diamond. For a week they joined the hunt, hoping to deny Boreas the diamond and save the boy. This was no easy task as the team came into conflict with those trying to survive in the extremely low temperatures and deal with the hostile locals.

The agents were able to track the boy to a local crime lord, who he hoped to sell the diamond to. This coincided with the arrival of the cultists and Boreas himself. It was the boy himself who provided key, as he destroyed the diamond, dispersing Boreas in the resulting psychic backlash.

As a reward the agents would revisit the boy throughout his life, keeping an eye on him as he grew and ensuring that he lived the best life that one could ask for. The alterations they made to his timeline were approved by the agents' superiors in TimeWatch.

Agents without proper protection should refer to page 101 of the TimeWatch rule book for rules related to extreme cold.

Consider making technology, including autochrons, unreliable due to the cold. These may need to be heated before they can function normally.

Another thing to consider is that basic supplies will be difficult to obtain, due to racketeering and looting.

If the agents don't have their own rations they may find it difficult to find food or drink, let alone somewhere to get out of the cold.

1895 CE

HG WELLS WRITES THE TIME MACHINE (WITH SOME HELP)

HG Wells can make a good contact for agents during this era. In addition to knowing about time travel, he can become instrumental during the attempted invasion of Earth by martians in 1897.

He doesn't just have to become involved in adventures that inspire his books. HG Wells' creativity can be used to help agents solve problems or he can just act as a guide to Victorian London.

A consequence of the time travelers' writings is that there are now texts available for others to build time machines.

An agent can find this useful if they are stranded after this period and don't know how to fix their autochron on their own.

It can also cause them trouble, leading to more amateur time travelers. They may be assigned to track down copies of his books to control how many people can make their own time machines.

Stranded in the Victorian Era the Dimensional Master makes contact with Herbert George Wells, giving him the idea to write 'The Time Machine', popularising the idea of a device to travel in time. Wells was initially resistant, having already dealt with the idea of time travel in the story 'The Chronic Argonauts' but with the need to publish a serialized story and the Dimensional Master persuasion, he agreed. The Dimensional Master furnished Wells with details of the future but much of it was Well's own desire to provide a social commentary, along with some input from his editor. The important part for the Dimensional Master was the time machine itself.

Sure enough, a time traveler arrived soon afterward, wanting to show HG Wells the device he'd inspired. The Dimensional Master, who had been waiting in ambush, promptly stunned the traveler and stole his time machine, leaving him stranded. HG Wells witnessed this and took the traveler under his wing.

With the support of HG Wells, the traveler began to publish his own time travel stories, although they met with much lesser success. The traveler was able to support themselves with the meager payments they made and they included enough technical detail about time machines that they allowed inventors in the following centuries to build their own, rudimentary time machines.

The traveler managed to build a time machine of his own in the 1920s, having moved to Paris so he could work alone in a workshop without being disturbed. Sadly, while the machine would work, he decided that he was now too old to use it without endangering his health. He would die in 1935, leaving instructions for the machine to be concealed.

In 1941 resistance fighters found the time machine but were unsure how to operate it. They were able to get a coded message to the British government, asking for help with understanding what the machine was. TimeWatch was able to retrieve this message from historical records and send a team back to retrieve the time machine before the resistance could use it to change history or the occupying German forces discovered it.

Investigation revealed the connection to HG Wells and the involvement of the Dimensional Master, but it was decided that if these events were altered time travel itself might not exist. TimeWatch was never able to ascertain the true identity of the stranded time traveler.

THE BUG

In Prague, an ezeru assumes the form of a traveling salesman so that it can influence the minds of several individuals who will affect the disposition of a future nuclear physicist, who the ezeru hoped will trigger a nuclear meltdown. The ezeru, exposed to various citizens of Prague, including his adopted identities parents, becomes to believe he is the person he is impersonating.

Awakening one morning the ezeru finds itself in its natural form, yet its mind remains convinced that it is the traveling salesman. The parents, believing it to be their son, keep him trapped in his room as he pleads for his humanity. Left unchecked the presence of the ezeru would have been revealed first to a doctor and then the authorities.

TimeWatch agents are sent to contain the incident. They have to show great compassion, as they help the ezeru deal with its identity crisis, although this is so they can learn what the clockroach planned in Prague. The incident happens to attract the attention of a young Franz Kafka, currently working in an asbestos factory, who will use it as the basis of one of his stories.

THAMES FLOODING

On the 6th of January a combination of melting snow, heavy rain, and a storm surge caused water levels to rise in the Thames, bursting its banks and flooding sections of Central London. People waded up to their waists through the streets, the House of Commons and the London underground were flooded and precious paintings were damaged in art galleries. 14 people died as a result and thousands were made homeless.

On the 7th of January the water recedes but it takes years for the property damage to be repaired. It does prompt the city to put better flood defences in place, preventing a similar type of flooding from happening until the late 21st century.

1913 CE

1928 CE

The sasqua took advantage of this situation to temporarily invade London, occupying the underground. From here they terrorized the streets, dragging those fleeing their homes beneath the water. A military task force was despatched into the underground to deal with the monstrous sea creatures being reported there but only succeeded in repelling them thanks to the timely intervention of TimeWatch agents.

At the same time, another team of TimeWatch agents were preventing the sasqua awakening a dormant European Juggernaut, left behind by a previous incursion in the 19th century. If they had succeeded they would have driven the Juggernaut into the center of London to do untold damage.

Opportunistic time-traveling thieves use this event to steal art before it is damaged in the flood. No one will notice the forgeries they leave behind after the galleries are flooded. TimeWatch tries to prevent these thefts but since they have minimal impact on the timeline they are not a high priority.

1932 CE

THE EMU WAR

The Emu War is an embarrassment to the Australian army, as it was a conflict they lost. An estimated 20,000 migrating emus settled in the farmland of Campion, breeding, feeding on crops, and damaging fences. The farmers appealed to the government who sent the military, armed with machine guns.

The story is that they set up their guns to ambush the emus but the soldiers' guns jammed after 12 emus were killed, the others scattering. Similar attempts failed, the military firing over 2,500 rounds of ammunition but only 50 emus being killed (although this number might have been misreported and it could be as high as 200 to 500). After six days the operation was considered a failure, effectively crowning the emus the victor of this war.

The truth is somewhat stranger. A portion of these emus had become infected by the colony. Their hive-mind allowed the emus to outmaneuver the military and sabotage their equipment. Soldiers injured by the emus would become infected themselves, turning on the rest of their troop. Left unchecked the infection would have swept through the rest of the emus who would scatter across Australia until the whole continent was infected by the colony.

TimeWatch agents were sent to join the emu war on the 4th of November, 1932. Some were able to join the army while others posed as local farmers. Their window of opportunity was narrow, six days to eradicate the infected emus, and prevent its spread before the army was withdrawn.

The agents were successful but the operation wasn't without casualties. These deaths were covered up by the military, both to prevent knowledge of the alien fungus from becoming known and to spare them further embarrassment of losing troops to the emu.

THE BURNING MAN

In the New England town of Red Fern, locals are shocked when a man appears out of thin air at precisely 9:23pm, burning with a blue flame and screaming. After several minutes the man collapses, burned beyond recognition. Many are mentally scarred by the event, especially school teacher Bessie Mayhew. Unable to cope with the inexplicable she takes her own life, leaving behind her son, Matthew.

Matthew is sent to live with his grandparents but is obsessed with the burning man. As he grows he follows his grandfather's footsteps and becomes a physicist, hoping to use science to solve the mystery.

INFECTED EMU

Defense: Hit Threshold 5, Health 4

Offense: Scuffling +2 Damage Modifier +1 (claw)

Abilities: Tempus 6, Athletics 10, Military Tactics 6

Special Abilities: Hivemind (Cost 0), Unfeeling, Colonize (Cost 0)

1938 CE

In 1968 he stumbles upon the equations required for time travel. He can now travel back in time and witness the event for himself.

Due to a miscalculation traveling backwards in time causes Matthew to burst into flames. He dies at 9:26pm, 1938 in front of his mother, starting the chain of events that will lead to both his and his mothers' demise. The site of his death remains a source of chronal radiation for the duration of the time loop, the black spot where Matthew died unable to be removed.

Once TimeWatch had investigated and understood what had happened the events of the burning man became a warning to new agents, a vivid demonstration of how destructive time travel can be. It was decided to leave the loop in place, as it could cause more damage to disrupt it. A clean-up crew was sent to remove Matthew Mayhew's work into temporal engineering, who discovered evidence that his work had been deliberately sabotaged, but by whom was unclear.

1938 CE

OPERATION CONE OF POWER

In the English town of Highcliffe-on-Sea, a coven of witches and mystics gathered on August the 1st. They feared that the German's would soon invade and so to save their country they conducted a mystic ritual, directed at Hitler. In the prime timeline this of course had no effect.

In a divergent timeline, it did. Officially Hitler died of a brain embolism. This didn't end the war immediately, it dragged on until 1942, but the loss of Hitler was a blow to the German forces that they never quite recovered from. The coven had been quick to publicise the success of their ritual but it wasn't until after the war that investigations began to verify their claims.

Not only could the coven prove that their ritual occurred the same time as Hitler died they could replicate their ritual, although this time they used it to plant ideas and thoughts in the minds of others. This led to occult societies springing up across the country, following similar rituals (to a much lesser degree of success).

The embrace of the supernatural and mysticism wasn't limited to the counter-culture of the 1960s and 70s but society as a whole. People largely turned away from traditional religion to offer prayers to pagan gods and spirits. Mystics were employed by businesses and politicians to guide their decisions.

1940 CE

1940 CE

Both the East and West stepped up their program of recruiting psychics. Using techniques developed from the rituals used by the Highcliffe-on-Sea coven psychic agents were able to greatly increase their powers, able to project their minds to steal secrets behind enemy lines and kill with a thought.

In the 90s a cabal of psychics from both sides combined forces. They swiftly killed every head of state, assuming power themselves. Their ruthless thought police eliminated anyone who held anti-psychic ideas and forcing the rest of the population into submission.

TimeWatch agents investigating this divergence discovered that the coven contained several members who possessed latent psychic abilities. The key difference from the original timeline was that they had used a ritual text, left behind by the so-called Sea Witches in 1588. This text allowed the psychic's in the group to kill Hitler with their minds.

The agents were able to remove this text before the ritual took place. After the end of the war, the group still claimed that their ritual was responsible for ensuring that Britain was never invaded but this was a spurious claim at best.

1944-1950 CE

BENNINGTON TRIANGLE

During this period a number of individuals vanish in and around the town of Glastenbury in South Vermont. In most cases the individuals were in the dark woods or near Glastenbury mountains but in one case they vanished from onboard a crowded bus. The bodies of some of these missing individuals were later recovered, dead from exposure, or having been mauled by wild animals, while others were never recovered.

The area had long had a reputation for being cursed, with an unusual silence resting over the region and unpredictable weather patterns. The region is home to a group of between, who make their home in the mountains and drag people into their otherworldly realm. During this period they became bolder, willing to abduct individuals from moving vehicles.

The deaths were not directly their fault. They had returned their victims into the wilderness, dazed and confused by what they had endured. In this vulnerable state, they were easy prey for the local cougars or were simply unable to reach civilization before succumbing to exposure.

Evidence suggests that there is at least one cryptid in the region, following reports of a large, hairy humanoid. This is thought to be a coincidence or an attempt by a future time traveler to sabotage any TimeWatch investigations into the disappearances.

TimeWatch is concerned that those who disappeared may have had some importance to history and that their abductions have altered history in some unknown way. Not enough is known about the between to determine why they decided to remove these particular individuals from our reality.

MAD GASSER OF MATTOON

Mattoon, Illinois is terrorized by one or more masked figures who pump gas into their homes, causing paralysis, vomiting, and eventually unconsciousness. In some cases, the gas proves fatal, with a total of 12 people dying after exposure. No one was ever arrested for the attacks and it has been theorized that this was an example of mass hysteria. The mad gasser (or gas-sers) was active from August 31st to September 13th.

TimeWatch has found evidence that indicates the ezeru had infiltrated Mattoon. The mad gasser was likely aware of this was attempting to uncover who in the community was actually a disguised insect. Not knowing who they could trust wearing a mask was the best way to protect themselves.

Whether the mad gasser was one or more members of the community who had uncovered the truth or time travelers (possibly TimeWatch agents) hasn't been determined. At some point TimeWatch intends to send a team to investigate, to finally unmask the mad gasser.

1944 CE

BRITISH HISTORY PRESERVATION SOCIETY FORMED

During World War II the British Intelligence Service had become aware of the existence of time travelers. They had observed or captured anachronistic technology, encountered agents who didn't seem to work for either side but who were trying to influence events and there were dozens of reports of people appearing out of nowhere or vanishing.

Research through historical records and classified government files only confirmed their suspicion that time travel was possible and that there were people actively trying to change British history.

While there was nothing that they could do to protect their past the present and the future could be protected from time travelers. The British History Preservation Society (BHPS) was formed to locate and apprehend time travelers and ensure that they couldn't alter events. They knew the greatest risk to the organization was being erased from history so it only made sense that the BHPS would be a clandestine group.

To the public they were a group of historians. No records would be kept of their true nature, so that the truth couldn't emerge in the future and used against them.

1946 CE

1946 CE

The BHPS recruited from the intelligence service, usually choosing those agents who were facing retirement. They also recruited historians. This gave them access to historical records to help identify time travelers in the past, allowing them to create a watch list of the most prolific such individuals.

Their government ties allowed them to send agents as observers to most major events that affected British interests. Whether it was a government meeting, public appearances of a prominent figure, or an overseas negotiation a BHPS agent would be watching for someone who didn't belong, who might be attempting to affect the outcome.

They became adept at investigating strange events that might be related to time travelers. Any advanced technology was worth investigating, to see if it belonged in the era, while those with apparent knowledge of the future were questioned. The natural course of history could not be allowed to be influenced.

This sometimes puts the BHPS in a difficult position. Sometimes they'd capture a time traveler who'd warn of some disaster they were trying to avert. As much as it pained them the BHPS would have to allow it to occur, hoping that in the long run, this would benefit the country. This was another reason to keep their activities off the books, so no one would know all the lives they could have saved.

The BHPS continues until the 22nd century, although by then it was a purely historical preservation society. It is believed that their purpose as an anti-time travel organization ended in the mid 21st century. The reason for this is not clear but is suspected to be due to a combination of budget cuts and the deaths of the original members who knew the true purpose of the group.

TimeWatch is aware of the BHPS. While they can cause their agents problems they have prevented several alterations to history on their own. They have gone so far to prevent time travelers who have learned of the existence of the BHPS from spreading information about them or attempting to remove them from the timeline.

1950 CE

GHOST HUNTERS

Many scientific discoveries that came from World War 2 but none more perplexing than the spectre crystal. Part of an experimental crystal radio their crystalline structure vibrated on just the right frequency that they made ghosts visible to the naked eye.

During the 1950s these crystals became quite popular with the public, keen to see the ghostly figures haunting their homes and streets. While many used them just for entertainment, particularly at parties, others took up ghost hunting as a hobby. Books were written about particular spectres and where to find them. By the mid fifties, there were burgeoning ghost exterminators, using new technology to eradicate spectres.

Interest in ghosts waned by the early 1960s. Along with reports that prolonged use of spectre crystal could cause serious health problems, including amnesia and dementia, the fad faded away. Later government studies identified spectre crystals as hazardous and became strictly controlled.

By the end of the 20th century, spectre crystals were decried as a hoax. They became the subject of several horror films, where teenagers unleash demonic evil with a spectre crystal, only increasing the general public's belief that the tales of their ghostly powers were pure fiction.

This is only partially true. A spectre crystal doesn't reveal the dead, but rather the existence of those who have been subsumed or otherwise erased due to chonal instability. They only work at all because of the effects of time travel. So many people have been erased due to the events of World War 2 being interfered with (either those contemporaneous to that time period or the time travelers who were subsumed while interfering) that there were many spectres for people to see. In the original, pre-time travel history they never existed.

The technology developed by ghost exterminators either disrupts the local frequency (so that the crystals don't function but leaves the ghosts in place) or siphons chonal stability from the user to entirely eradicate the ghost (which can turn the ghost exterminator into a ghost themselves).

The more stable a period of history, the fewer ghosts there are to view. People believed that the crystals stopped working, but in truth there just weren't any ghosts in their local area to see. A long-forgotten crystal might illuminate a ghostly figure, scaring the person using the crystal, but they'd have no way to know this was a sign that time had been altered in their vicinity.

Various world governments had begun to suspect what spectre crystals really were, particularly that they acted as a beacon for walk-ins. There were numerous reports of people with a spectre crystal experiencing a personality change or loss of memory. In some incidences, they were entirely different people. The authorities decided that the safest thing to do was to restrict their use entirely.

TimeWatch has tried to remove spectre crystals and their disruptive influence on the timeline but it is no easy task. They have tried to stop their discovery but as soon as they prevent one scientist from learning about them an entirely different scientist will learn about them. There seems to be no putting the genie back in the bottle.

The most they can do is assign TimeWatch agents to suppress their influence on the public. They sabotage their production, prevent businesses from marketing them, and deal with the most infamous incidents of spectre crystal use so that they just aren't as popular.

This often means that TimeWatch agents find themselves working with or against amateur ghost hunters. They can be useful in finding walk-ins or locating missing subsumed agents but the fact they don't know what they're dealing with makes a ghost hunter a liability. Either they will blunder into danger or they'll learn too much and threaten more diversion in history.

Keeping spectre crystals in the Citadel is too dangerous, but TimeWatch has found uses for them.

They can act as an early warning system for disruptions in time. If they show an increase in ghosts it means there has been large scale alteration.

This has revealed changes which the Citadel has missed, where the alteration is too subtle or so great that TimeWatch itself has been affected by the revision.

1954 CE

REPTOID INVASION OF STEEL HAWKS

Reptoids secretly infiltrate the New Mexico town of Steel Hawks, to gain control of a local military base. They are foiled by two unconnected factors. Firstly there are several UFO sightings, placing the military base on high alert. The UFOs turn out to be caused by time travelers who have come back to investigate the very same mysterious lights they caused.

The second factor was the release of the Voxx Boxx, a tape recorder popular with teenagers which distorted the recording of reptoid voices. Local girl Michelle Beatler unwittingly recorded the voices of several reptoid infiltrators. She and her friends realized that the distortion only affected specific individuals, correctly concluding that they weren't human. While they normally might have been dismissed Michelle's father was the local sheriff and trusted her enough to try to bring in some of the reptoid infiltrators for questioning.

The reptoids were forced to make a hasty retreat. What they did do is destroy the company that made Voxx Boxx and eliminate any remaining recorders. Some recordings, containing the tell-tale distortions, continued to exchange hands but largely remained a mystery.

TimeWatch is only aware of this incident after a team was sent to investigate both the UFOs and the tape recordings after one of Michelle's tapes was obtained in 1977 San Francisco. The team was unprepared for the presence of reptoids and alien-hunting time travelers. It is their testament to their abilities that they didn't allow the military to go on red alert and make the situation worse.

Efforts are ongoing to obtain a working Voxx Boxx.

1962 CE

FIRES START IN CENTRALIA

With Memorial Day fast approaching the town council of Centralia, Pennsylvania decided to burn the trash that had built up in the local dump, so that area would look more respectable. Unfortunately, Centralia sat on a coal seam, which was ignited by the fire. Attempts were made to excavate the seam and put out the fire but it proved impossible.

For decades people tried to ignore the fire but the temperature continued to rise, smoke bellowed out of sink-hole and people narrowly avoided falling into newly opened holes into the fiery abyss below. Health problems beset the residents and buildings start to list.

In 1984 the government allocates \$42 million to relocate the residents, although some families refused to leave. In 1992 the Pennsylvania governor condemned all the buildings, leaving the remaining residents no choice but to leave, formally evicting them in 2009 with the final residents leaving in 2013.

The abandoned town of Centralia continued to smoke and burn for centuries but it was not entirely unoccupied. From as early as the 1970s the town attracted the smaugu, pollution loving creatures from the future. They hampered efforts to put out the fires, living in the smoke-filled tunnels. Their population grew into the hundreds after the town was abandoned, lurking in the husks of the remaining buildings throughout the 21st and 22nd centuries and abducting those who get too close to the town.

TimeWatch is aware of the infestation and that the smaugu launch their plans to pollute the whole world from there. Efforts to remove them have failed as the smaugu both have superior numbers and are ideally suited to the toxic environment. Rather than destroy them Time-watch instead try to contain them.

ADVENTURES IN TIME AND SPACE

1963 CE

TimeWatch agents are able to get a show about time travel broadcast on British television. While to the casual viewer it appears to be nothing more than light-hearted science fiction adventure for the whole family it includes accurate information on identifying temporal anomalies, avoiding paradoxes, and combating alien monsters.

The show runs for decades, broadcast around the world, serving as a perfect means to recruit new members to TimeWatch. If monsters are encountered in Britain TimeWatch agents are able to cover up such incidents by convincing the public that it is just location filming for the show.

Enemies of the agency have managed to destroy early episodes of the show and were even able to have the show canceled from the end of the eighties until the start of the 21st century when TimeWatch agents were able to have the show recommissioned.

PROJECT ICEWORM

Publicly the US military camp in Greenland, Camp Century, was to test construction techniques in Arctic conditions, along with other scientific experiments. Secretly they were conducting Project Iceworm, which would see a network of tunnels constructed beneath the ice sheet, holding up to 600 nuclear missiles, ready to be launched at the Soviet Union.

It was one of the scientific experiments, taking ice core samples, that ended the project. The glaciologists discovered that the glaciers were advancing more quickly than anticipated and within two years would cause the tunnels and the planned launch stations to collapse.

In 1965 the 200 personnel at the camp were evacuated and a year later it was closed. It was believed that the camp would simply be encased in snow, entombing it forever, so little effort was made to remove or clean the site. Unfortunately, the ice did melt, in 2100, contaminating the region with the biological, chemical, and radioactive waste left behind.

In 2246 a group of ecological terrorists from Greenland time travel to 1963, hoping to force those running the camp to remove their waste. They are soon captured and shot for trespassing. All they had achieved was to unintentionally disrupt the ice core experiments, and so the camp was now no longer closed.

This created a divergent timeline in which project iceworm progressed. In 1966 the glacier causes the tunnels to collapse but not before causing a technical failure that causes five of the one hundred missiles installed at the base to launch at Russia. This triggers a brief and limited nuclear war.

A TimeWatch team is sent to investigate how Project Iceworm could have progressed to this stage. The team were able to identify the cause and warn the scientists of the glaciers approach in 1963, thus preventing history diverging. Furthermore they were able to secretly remove a large amount of the waste left behind in 1966, thus reducing the ecological impact in 2100 and giving the ecological time traveling terrorists no reason to travel in to the past.

1965 CE

ORYOL OLBAST FRACTURE

Doctor Arkady Tarvosky was the Soviet Union's premier scientist of temporal physicals. For years he was working to create a time machine, although the west never learned what his research was into. On August 10th there was a terrible accident at his lab located in the rural federal state of Oryol Olbast, which became known as the fracture.

Time itself became a deadly hazard. Invisible pockets of accelerated time could turn a man to dust within seconds while pockets of slow time could keep them trapped like flies in amber. Nowhere within a ten miles radius was safe, so fencing was erected to keep people out. Guards patrolled the perimeter, both to keep people out and to make sure nothing escaped the zone. For there were fractures that opened to other times and other places, allowing people and things that should not be to emerge.

Despite the risks, some ventured into the zone, searching for artifacts or gateways to other times. The bravest of these trespassers attempt to reach the center of the zone, hoping to find a working time machine within the ruins of Dr. Tarvosky's lab.

TimeWatch monitors the zone but is aware that the fracture closes by 1976. In extreme situations, stranded TimeWatch agents may wish to risk entering the zone to find a gateway to another time or to salvage temporal equipment from the labs. Not only do they have to contend with the Russian army, other trespassers but also the creatures which either have emerged from another or have been mutated due to their proximity to the fractures.

1969 CE

ATLANTIS REBORN

In 1967 respected Swedish scientist Dr. Harkov was asked to examine the corpse of a sasqua. He got close to the truth, nothing that the humanoid was largely human but adapted for aquatic environments. He believed that he could surgically alter people so that they could survive underwater.

The Swedish government funded a highly classified project, seeing the potential in having naval officers adapted to the water. Concerns were raised about Dr. Harkov's unethical methods and deteriorating mental condition. When his funding was cut he went on the run.

He formed a cult, claiming Atlantis was real and that he could find it. It was through his followers that Dr. Harkov was able to raise enough money to continue his experiments. During this period he was hunted by the Swedish government so he faked his death in a boating accident.

This gave him the time to establish a secret, underwater base off the coast of Cornwall. His followers worshipped him like a god. Using mini-sub (designed by Dr. Harkov) and sailing boats they kidnapped people from the coast and local ships to work in their mines and undergo conversion to fish people.

TimeWatch agents were assigned to Cornwall to investigate the disappearance, which TimeWatch showed were divergent from the original timeline (since they were a result of the presence of sasqua in the past). The team was captured and narrowly avoided being transformed into fish people. They were able to free those captured and destroy Dr Harkov's 'Atlantis'.

Those who had been transformed escaped into the ocean where it is believed they encountered sasqua. It is unknown if they were accepted into a tribe or slaughtered as cruel mockeries of their race.

STAIR OF DAYS

Dr. Bulalaco builds a time machine, placing chronos crystals at its heart, in his remote jungle laboratory in the Philippines. Due to an uncontrolled reaction, the lab is projected one thousand years into the future and Dr. Bulalaco himself is overcome by instability, wiped from existence.

The only trace of the laboratory is the stone stairs that once led to it. These are left undiscovered until 1983 when a local ranger stumbled upon them. Curious he ascended the stairs, before returning to civilization. He discovered that although from his perspective he'd only spent a few minutes on the stairs nearly a year had passed and he'd been declared missing.

TimeWatch investigated the stairs, finding that for roughly every second on the stairs an hour passes in the outside world. Researcher uncovered details of Dr. Bulalaco and his experiments and it was believed that the stone stairwell had become infused with chrono energy.

The stairs could not simply be destroyed, as there may be additional people on the stair, even now moving forward in time. Instead, agents posed as officials, declaring the stairs structurally unsound and warning the locals to stay away. Bafflement posts were also installed, keeping people away.

BRITISH SPACE PROGRAM

In the primary timeline, Britain was never a real contender in the space race, finding it less expensive to buy rockets from America and co-operate with Europe on rocket science. This wasn't always the case. TimeWatch is aware that in previous timeline Britain not only had it's own manned space program but that they exceeded their contemporaries.

The point of divergence centers on World War II. Britain was able to smuggle several German rocket scientists across enemy lines during the conflict, during Operation Newton. Along with the British scientist Bernard Gilmore, they allowed Britain to make great advances in rocketry.

Based on the Isle of Wight the BSS (British Space Program) concentrated on satellite launches. Following the American moon landing in 1969 the BSS vowed to follow in their footsteps, carrying out several manned missions into space before putting a team of five astronauts (three men and two women) on the moon in 1971.

1970 CE

1971 CE



1971 CE

They followed this up by establishing a moon base by 1981. This was primarily used to launch satellites into deep space. Their deep space probes were detected by alien races, who would variously try to invade or infiltrate the planet. The moon base itself was destroyed in 1999, either due to alien sabotage or due to an accident in a nuclear waste storage plant.

The British Space Program was erased from history due to alterations to World War II. Operation Newton failed, resulting in the scientists eventually giving their scientific knowledge to the US. Another change was that the British soldier Frederick Corfield wasn't killed on the battlefield but captured, later becoming a politician. In 1970 he became Aviation Supply and Aerospace Minister, canceling the Black Arrow rocketry program. The space program never recovered from this.

It is unknown if these changes to history were intentional or not but TimeWatch is reluctant to try and change things back. Events in World War II are delicately balanced and risking the Allies' victory for the sake of the British Space Program is not something the Citadel is willing to authorize.

The fact that there are fewer alien invasions during the 20th century is also seen as a bonus.

1973 CE

VILLAGE THAT TIME FORGOT

The Dimensional Master begins an audacious plan in Suffolk. After buying land in an isolated forest he creates a replica of a 17th century village. Posing as a guru, he forms a cult based around the idea of rejecting the modern world by living as if it were the 1600's, to extent they would change their calendars to match.

Taking great care to ensure the inhabitants of the village aren't exposed to the outside world, including using time travel to correct any accidental encounters, the Dimensional Master ensures that each subsequent generation becomes more and more convinced that they are in the 1600's. His role as messianic guru becomes more convincing as he hops forward in time, appearing ageless to the villagers.

To ensure that no one ventures far beyond the village the Dimensional Master has put in place various holographic illusions, either of wild beasts, bandits or wandering enemy soldiers to frighten them back to safety. Concealed surveillance cameras watch for anyone who pushes past these warnings, releasing robots (disguised as bears, wild dogs or monsters) to attack and incapacitate villagers so they can be returned.

The Dimensional Masters' endgame is to expose the whole village to the modern world in 2073 (he has invited a full film crew to record the moment). At the same time he has advanced technology set up to capture the moment the villagers' minds accept that they are hundreds of years forward in time.

He plans to use this data to replicate the process, creating what he calls a time collapse. When triggered it will make what the villagers experienced literally become a reality, making hundreds of years vanish in a moment of realization. This will be a way for him to either instantly project himself forward hundreds of years or exile troublesome agents who are trying to foil his plans.

The only potential problem for the Dimensional Master are lost time travelers. The belief of the villagers is already having a strange effect on time, diverting time machines heading towards the 17th century and creating side effects, like size distortion. Time travelers who clock in are usually confused as their time machine's internal readings will not match their apparent 17th century surroundings.

Investigation can reveal anachronisms and help the villagers escape their confinement. The Dimensional Master has systems in place to alert him to such interference and he will return to deal with intruders as his role as Master of the village.

Due to the Dimensional Masters' efforts to make the villagers fearful of outsiders they often kill intruders before he can reach them., their favored means of execution being crucifixion.

SKYLAB CRASH

When it was launched in 1973 Skylab, intended to conduct experiments in Earth's orbit, NASA didn't have a way to safely bring it back down but they assumed that they would solve that problem before it became an issue. When they realized that skylab's orbit was deteriorating in 1978 they had no option but to point it in the right direction and pray that it didn't hit anyone when it crashed.

1973 CE



1979 CE

History records that it crashed into the ocean, showering parts of Australia in debris but without any injuries or deaths. It doesn't take much alteration to time for history to be drastically different. By influencing the calculations used to set its course or physically adjusting the skylab's trajectory (by clocking into the abandoned skylab prior to re-entry) it can be aimed at cities or set to either hit a particular person directly or fatally wounded them in the shower of debris.

TimeWatch has an agent based within NASA during this period, ready to report any deviation to skylab's descent. More than once teams have had to clock in at the last moment to re-adjust skylab's path as it hurtles through the upper atmosphere.

1985 CE

A NEW TASTE

A major soda drink company, losing sales to their sweeter tasting rivals, reformulated their drink. While initially popular there was a backlash from a majority of drinkers who preferred the original taste of the soda. Within three months the company reverts to the original formula, leading some to accuse them of changing the recipe as a marketing stunt. For years the debacle would be a reminder not to meddle with perfection.

What isn't recognized by many is that the new formula was popular and the company did see an 8% increase in sales. Why then was there such a sudden change? The answer lies with TimeWatch and the fact that they change should never have happened.

A biochemist, Adrian Greeson, had traveled from the 25th century, gaining a job at the soda company and working behind the scenes to persuade his superiors to allow him to introduce his own formula. The new drink was harmless but highly addictive to 1% of the population. Adrian anticipated that this would drive up sales sufficiently to secure his position in the company where he could reap the rewards without the public becoming aware of how it affected a tiny portion of those who drank it.

His plan went awry when TimeWatch sent agents back to restore the original formula. This was largely because this was an alteration to the timeline but those in charge of the organization simply didn't like the new taste. The agents were able to engineer a clever campaign in the South, persuading people that the change was an attack on their heritage. Mobilizing these vocal groups the soda company caved to their demands.

This left those who had become addicted to the new formula desperate. Adrian Greeson changed his plan, finding those desperate for the new taste and offering them what they desired if they would work for him. Through much of the mid-eighties and late nineties, Greeson forced these desperate addicts to commit crimes for him.

TimeWatch agents were dispatched to investigate these new crimes, trying to solve the mystery of why ordinary people were willing to break the law and risk their lives. When they discovered the connection to Greeson and the events of 1985 they shut down his operation, with the unknowing help of local law enforcement, and returned the biochemist to his own era to stand trial for his crimes against history.

LAKE NYOS DISASTER

In Cameroon there is a deep lake above an inactive volcano. A pocket of magma simmers beneath Lake Nyos and on August 21st, 1986, it releases a massive cloud of carbon dioxide. The massive cloud rushes through the nearby valley, displacing air and suffocating 1,746 people and 3,500 livestock.

This natural disaster caused a terrible loss of life but is suspected to be natural, possibly caused by a landslide or tremor. TimeWatch agents did investigate whether this was caused by Smaugu in an attempt to permanently poison the air in the region but they found no evidence to support this and as the air quality returned to normal not long after it seems unlikely.

What was discovered was the presence of several time travelers in the surrounding countryside. It appears that the Lake Nyos disaster is a popular trap, with time travelers unaware of the disaster lured to this date or as a particularly nasty destination to lose pursuers in a time chase. TimeWatch agents spent some time removing the corpses of time travelers before the authorities could discover them. A separate team works to identify them, to ascertain how they came to be at Lake Nyos.

GORBACHEV PLACED UNDER HOUSE ARREST

On August 18th, unhappy with the steady decline of the Soviet Union, Gennady Yanayev leads a military coup, confining Mikhail Gorbachev to his villa in Crimea and claiming to the public that he was too sick to rule allowing them to declare a state of emergency and take control.

The coup is opposed by Boris Yeltsin, leader of the socialist republic, who persuaded the public to strike, protests flooding the streets. The military was commanded to regain control but the soldiers were unwilling to fire upon their own countrymen. Reluctantly Gorbachev was returned to power but the writing was on the wall, with the Soviet party being dissolved and Gorbachev resigning in December.

1986 CE

1991 CE

Communist time travelers have tried to alter the outcome of this crisis. If the hardliners are eliminated or persuaded not to attempt the coup Gorbachev doesn't dissolve the Soviet Union, with control passing to hardliners who revitalize the country (and increase tensions abroad) by invading Germany, Austria, and Iran before signing a peace treaty with the West to prevent a nuclear conflict.

If instead soldiers who have no qualms about shooting protestors (including Boris Yeltsin) are put on the front lines the coup is successful. The Soviet Union becomes more in line with China, Cuba, or North Korea. It rules with an iron fist, spending most of its resources to maintain control while becoming too dangerous for other countries to oppose without the risk of a nuclear war.

These two possibilities have created two fully formed timelines even after TimeWatch agents have undone the damage caused by time travelers. They have sent their own time travelers back, not only to this point but other flashpoints of the Cold War, to try and ensure their existence.

2011 CE

TimeWatch has multiple theories about what occurred. It could be that Earth 2 was from a parallel dimension, pulled into our reality, with the only difference being its placement in the universe, which would explain how virtually all of their history matched, including their calendar.

Alternatively, Earth itself could have been moved forward in time, but not space, to co-exist with its future self (or visa-versa).

When history diverges it usually creates a whole new reality. This could be an example of an event creating a divergence but not splitting the time stream. Instead, both versions of history played out on a separate Earth within the same universe.

There is debate whether the lost agents were able to undo whatever had created the second Earth and were lost in the attempt or if the entire incident was a trap. There would appear to be limited time for the agents to have completed their mission, given that they didn't clock out once they arrived on Earth 2, but the idea that any enemy would go to the lengths of causing a whole planet to appear simply to capture five TimeWatch agents is equally ludicrous and terrifying.

There is always a chance that another similar incident might occur, or that Earth 2 might return. If it does it may be a chance to solve this mystery.

A SECOND EARTH

On June 17th another Earth-like planet, complete with its own moon, appeared within our solar system, on the same orbit as our world. There were not gravitational consequences of another Earth appearing, no shifts in the tides or stress placed upon the planet. It should have been entirely impossible for another planet to share our rotation of the Sun.

By June the 20th radio communication had been established and much to everyone's surprise the other planet was Earth. They shared the same continents, the same history, the same people. The only difference was their position in space. This was designated as Earth 2.

It took four years for each planet to build rockets capable of ferrying representatives from their world to the other. This would consist of scientists, diplomats, historians, and some billionaires who had purchased their passage by helping fund the project.

It was at this time that TimeWatch sent their agents to investigate. This was a divergent event that would radically alter the course of history. The moment they clocked into Earth 2 the planet vanished. The memory of Earth's doppelgänger vanished from the public consciousness, although some lingering memories found themselves expressed in various films and tv shows over the following years.

2017 CE

THE RUTHENIUM PLUME

In the southern Ural mountains in Russia, scientists attempt to create a highly dense and radioactive material, using ruthenium-106. The goal was to create nuclear fuel that was much smaller than current fuels but more radioactive. Ezeru breached the security defenses of the lab to steal the material for themselves but caused an uncontrollable reaction.

A TimeWatch team was able to repel the ezeru and help the scientists regain control of the situation but the ruthenium had to be vented, creating a plume that was detected in Italy, Norway, Austria, and the Czech republic. The last time such a plume had been detected was Chernobyl but despite the panic this caused, Russia denied there was any problem, or even that they were responsible for the plume that had been detected.

NOTRE-DAME CATHEDRAL FIRE

On the 15th of April, a team of Holy Age agents clock in to the Notre-Dame Cathedral in Paris to recover the Book of Babel, a religious text dating from the 17th century which will be destroyed in the fire that will occur at 6:20 pm.

They are stopped by TimeWatch agents who have discovered that the Book of Babel contains the Te'Pk parasitic virus and if the Holy Age obtains it they will accidentally release it into the world in the 24th century.

During the conflict, the cathedral is set on fire and the book is destroyed in the flames. The heat causes clouds of lead to cover the surrounding area of Paris.

The authorities don't alert residents to the danger this presents (telling people just to wipe down dust-covered area) but the high levels of lead cause behavioral problems and delays development in many children. This is linked, 20 years later, to a rise in crime levels in Paris.

BENEATH THE ICE

Europans infiltrate Ice Breakers, a company designing a plutonium-powered, thermal drill, designed to spend years burrowing through the frozen oceans of Europa. The aliens systematically begin infecting staff and sabotaging their efforts until TimeWatch agents uncover their plans and stop them.

TimeWatch is puzzled that the drill was being developed for a proposed mission to Europa in 2030, which would ultimately not go ahead due to budget restraints.

As the mission that uncovered the europans wouldn't occur until the late 23rd century questions are raised why they would attempt to sabotage a project that ultimately wasn't connected to the historical mission that discovered them.

One theory is that the europans had already altered history preventing the mission in 2030, and that their infiltration of Ice Breakers occurred before they'd created that divergence.

Without confirmation of this, or understanding how an european invasion in the 21st century would play out, TimeWatch is unwilling to 'restore' this timeline.

2019 CE

This is an example of when agents are aware that time must have been changed but don't have any way to find out what the original history was.

This can be disconcerting and emphasize how time travel robs people of their own self-determination and free will.

When an agent has an interaction with time travelers who are obviously altering what they would have done agents can become fixated on what would have happened and what they are now missing.

Frustratingly it can be impossible to reclaim that lost time. Even if they do what they intended to do or try to recreate those moments it still won't be what they did originally.

2021 CE

BROOD X AWAKENS

15 groups of cicadas awaken from the 17-year hibernation. Billions of the insects mate, lay eggs, and die. Their buzzing disrupts the peace throughout Eastern USA (centered around Indiana, Pennsylvania, and North Carolina). The environment benefits from this but many people lose sleep, becoming short-tempered, and making mistakes.

TimeWatch agents in this region during this mating period are advised to pack ear plugs.

This activity on Mars threatens to awaken the hibernating Martian species, seeded by time travelers eons ago. TimeWatch agents are dispatched to Mars to ensure that no evidence of the Martians is discovered while avoiding being detected by the probes and rovers themselves.

Time travelers have attempted to sabotage this space launch, hoping to prevent the India/Pakistan nuclear exchange in 2043. If this mission fails India diverts money from their space program into nuclear arms. This makes the nuclear exchange far more devastating. This makes it all the more important that TimeWatch ensures that the ISRO succeeds.

CHINA REACHES MARS

China is able to successfully send their own probe and rover to Mars. This is just the first of many countries sending their own expeditions to Mars, the next being the United Arab Emirates. It clear the race is on to colonize Mars (the moon being considered passé at this moment in history).

INDIA BECOMES A SPACE POWER

India becomes the fourth nation (after Russia, the US, and China) to launch humans into space. The Indian Space Research Organisation (ISRO) is successful in launching a three-person crew into orbit where they remain for seven days before splashdown in the Bay of Bengal. This is the first step towards an ongoing space program, with subsequent missions transporting crew to orbiting space stations.

2022 CE

RISE OF THE STAY AT HOME DETECTIVES

There are a number of high profile crimes that are solved by amateur detectives, working together online from their homes. The ability to crowdsource an investigation, with hundreds of people pouring over photos, documents, and online records on a single case, proves more effective than law enforcement agencies. Turning criminal investigation in both a hobby and a source of entertainment (as evidenced by the number of true crime podcasts) ensures that cold cases are reopened and lingering mysteries solved.

Not every investigation goes well. There are incidents in which the wrong people are accused of crimes and a serious incident in which an innocent person is nearly beaten to death by vigilantes. These missteps are largely ignored, with focus given to the far more investigations which are successful.

TimeWatch agents can find that these online groups are useful resources but should be aware that their discoveries are not always verified and in some cases are outright fabrications. They can also find they themselves the center of one of these investigations, particularly if people want to solve the mystery of why the same individuals keep appearing throughout history.

GERMANY ABANDONS NUCLEAR POWER

Since the nuclear meltdown in Fukushima in 2011 Germany had been reconsidering its reliance on nuclear power. They had planned to gradually phase out their nuclear power stations by 2036 but over the years they were presented with opportunities in which plants need to be taken offline or shutdown due to technical problems and the decision was made to just keep them powered down. In 2022 the remaining active plants were also taken offline, completing the transition.

DOOMSDAY REHEARSAL

The joint NASA/ESA mission Asteroid Impact & Deflection Assessment (AIDA) arrives at the asteroid Didymos. The mission is designed to test various methods to divert or destroy asteroids on a collision course with Earth.

AUTOMATED AIR-TAXIS

IN DUBAI

After several years of trials, Dubai is the first city to allow the operation of air taxis. Resembling a cross between a small helicopter and a large drone, customers can order the taxi via an app. The taxi is programmed to automatically fly to one of several pre-programmed destinations without input from human pilots. These types of self-driving hover vehicles become more common around the world, usually catering to tourists, paving the way for the flying cars of 2033.

AIRLINES MONITOR RADIOACTIVE CLOUDS

Airlines become concerned about invisible radioactive clouds, which drift around the globe. Scientists believe these clouds are created by geomagnetic storms, becoming more intense in the upper atmosphere (TimeWatch has not ruled out the possibility that these storms triggered by off-world enemies of humanity). Radiation levels are equivalent to that of a chest X-ray but still pose a threat to cabin crew and frequent flyers.

From this date steps are taken to monitor radioactive clouds, so that planes can be diverted to avoid them. The public isn't made fully aware of this until 2030. The technology used becomes invaluable following the Indian/Pakistan nuclear exchange, allowing planes to largely avoid the resulting fallout.

2022 CE

The ezeru who had established hives in Germany makes the decision to avert the disaster in Fukushima, to create a new timeline in which Germany continues to use nuclear power plants, but are opposed by the hives in Japan who have been benefiting from the raised radiation levels. This is the first inter-hive conflict recorded by TimeWatch and they consider how best to take advantage of this.

The experiments conducted here will be vital to avert just such threats in the future, which is why those who wish to erase humanity come to this point in history to sabotage the mission. The sophosaurs, in particular, would like to see humanity wiped out by an asteroid, just as their species once was.

TimeWatch agents should be aware that tether can use the app to book them air-taxis, which can both be a quick way to get around a city and enjoy an aerial view. Science! can be used to reprogram an air-taxis route but after it has completed its flight it will shutdown and fix any alterations.

2023 CE

TimeWatch has found the ezeru hijacking this guidance system for themselves, deliberately redirecting planes into clouds for the benefit of the few disguised ezeru on-board. There have also been attempts by hostile time travelers to eliminate awareness of the radioactive clouds and the resulting navigational systems, to increase the number of people who are exposed to unacceptably high levels of radiation.

2024 CE

While there are various time travelers who would like to avert humanities expansions into space it is the europeans who most often target the moon base. They see this as a key event that will eventually lead humans to discover their species and so have made numerous attempts to destroy the moon base at this early stage, so much so that TimeWatch have at least one undercover agent placed on the moon base throughout its' history.

Due to the proximity to the sun TimeWatch has been unable to confirm what this object was and how it may have altered history by destroying Sun Chaser.

RETURN TO THE MOON

Humanity returns to the moon, first the US and then China, beginning a series of missions that eventually lead to a permanent moonbase by 2031. This is where humans make the first important steps to adapting to life beyond Earth, for extended periods. The moonbase will establish the template for future off-world colonies, such as Mars Colony Beta.

This isn't a smooth process, with various technical issues and crises threatening to stop the expansion of humanity before it even began. The moon base also exposes the perils of placing people in tight confines in stressful situations, with the first murder on the moon occurring in 2034. Nonetheless, humanity perseveres (with some help from TimeWatch agents).

SUN CHASER VANISHES

The solar probe Sun Chaser, designed to gather information about the sun's magnetic fields and flow of energy, vanishes as it reaches the outer atmosphere. Strong shielding should have protected the probe from the heat, leaving a lingering mystery about the cause of its destruction.

The last transmission from the probe is classified but in 2031 it is released, indicating that the probe encountered a huge object, concealing itself within the magnetic field of the sun. The probe was destroyed as the object suddenly accelerated towards the probe, moments before vanishing.

2025 CE

Time travelers who wish to keep humanity small and dependant on larger, more dangerous nuclear power plants will attempt to hamper the development of mini nuclear reactors. One way they do this is to steal nuclear material, passing on to contemporary terrorist organizations, to highlight that the smaller reactors don't have adequate security. TimeWatch agents have to foil these thefts or stop terrorist groups before they can detonate nuclear bombs. A grim reminder of what can happen when such a mission fails is the detonation of a dirty bomb in Tokyo in 2045.

MINI NUCLEAR REACTORS

This year sees the roll-out of a new generation of small, cheap nuclear reactors. Their smaller size means that they don't need huge cooling towers and are far safer, with excess heat being able to be siphoned off into underground cooling pools. They are first used in towns, making communities less dependent on nearby cities.

A benefit of the mini nuclear reactor design is that as the community grows it is simple enough to install another reactor to produce the extra power. This allows reactors to grow along with the community. TimeWatch agents can get an idea of how a community has developed by how many mini nuclear reactors it has. This development allows towns to thrive, rather than stagnate. They will continue to grow into cities and eventually megacities, as they merge with their neighbors. At the heart of each hub will be a cluster of mini nuclear reactors.

CIVILIAN CLIMATE CORPS

California is the first state to recruit people for the Civilian Climate Corps (CCC). Those employed by the corps are tasked with removing dry plants (grass, bushes, trees, etc) to reduce wildfires. This soon extends to cleaning up the wetlands and shoring up coastal defenses. The corps serves two purposes, to combat climate change and to reduce the mass unemployment that has gripped the nation.

The success of the corps ensures that the program is rolled out throughout America. Over the coming decades, the CCC reduces the harm to the environment, brings about greater acceptance in the public on the realities of climate change, and boosts the economy. Other nations follow America's example, establishing similar organizations.

WYOMING WIND POWER

Work is completed on extensive wind farms in Wyoming. The state is ideal for wind farms as the mountain ranges and plateaus funnel the wind into powerful gusts. Advances in technology allow the head of each wind turbine to rotate, to maximise the amount of energy generated, sufficient to provide 40 to 60% of the power in the state.

Buoyed by the success other energy companies send wind prospectors to buy land for further wind farms to be built. The biggest issue is how to transfer to other states. In the coming years, hundreds of miles of new power lines are erected across Wyoming.

With less money coming from the coal industry politicians successfully legislate wind taxes, which slows the industry but not by much. More concerning are the workers in the coal industry who fear that their livelihood is threatened by wind farms. There are a number of protests, angry clashes, and acts of sabotage which destroys several wind turbines and seriously injures security officers at the wind farms.

TERROR IN THE STREETS

Radical terrorist groups forced out of the wilderness by military forces and hunted by counter-terrorism organizations launch a final, desperate campaign of terror. Focusing their efforts in Western Europe there are more frequent terrorist attacks, from bombings to mass shooting and vehicles being driven into pedestrians. Authorities are swift to act and each attack dwindles the number of active terrorists but the effect is devastating.

2025 CE

2026 CE

Alternative power sources are key for ensuring that humanity endures so TimeWatch keeps an eye on these developments. Any one thing could cause these wind farms to fail, setting back the development of wind power across the globe for decades to come.

2026 CE

Security is heightened and curfews are rigidly enforced. Having already suffered a terrible blow in 2020 the entertainment industry struggles to survive as people avoid crowded, public spaces as they are favored terrorist targets. A number of politicians are killed in targeted attacks, shaking up the running of countries.

Large scale terrorism becomes more infrequent in the following years but it takes more than a decade for the people of Western Europe to feel confident going out in public. People are more apprehensive and take longer to truly trust others.

NO FEAR

2027 CE

TimeWatch agents are forbidden from taking the drug but several still do, traveling to this period of history specifically to purchase the drug. Agents are exposed to a lot of terrifying things during their missions and time travel itself puts a lot of strain on a person. Dauntless lets an agent put that aside, for however briefly, to get the job done.

There are species that feed on fear or time periods where the terrified populace is a liability. In these extreme cases, a dose of Dauntless can be invaluable. While reserved for desperate situations TimeWatch agents have been able to use the drug to do some good.

The pharmaceutical company Mithras releases an anti-anxiety drug Dauntless. It proves too effective, removing any sense of fear in those who consume it. Users take foolish risks, placing themselves and others in danger. Once the dosage wears off users experience high levels of fear and agitation. Unable to cope they become addicted to the pills.

Shocked by the resulting injuries and deaths Dauntless is taken off the market. This only creates a thriving black market, with thrill-seekers and criminals paying dealers, not to mention those who were already addicted. Military forces are also found to be giving their troops sent into combat the drug.

While there isn't any indication that either Dauntless or Mithras are the work of any time travel agency they are still carrying out an investigation into the source of the black market drug. It is suspected that Mithras knowingly released the drug on to the market, always intending to set up an unregulated and highly profitable illegal drug empire.

2028 CE

GENERATION M

A Japanese doctor announces to the world that he has successfully edited the genes of an embryo, removing hereditary genetic defects and implanting genes that make the child highly resistant to disease. He announced this on the 5th birthday of the child.

Authorities promptly and publicly arrested the doctor for human experimentation and unethical practices. He is sentenced to three years in prison. The investigation of his experiments revealed that he had been in contact with other doctors across the globe, conducting their own genetic manipulation experiments. They'd also been planning to reveal their own successes but the arrest in Japan drove them into the shadows

Around the globe, authorities hunted these co-conspirators and the children they'd created. Those that were caught were able to destroy their research, preventing the children from being identified. The press labeled these mysterious children generation M (for mutant or modified).

In the coming decades, as the children matured, the perils of genetic manipulation became clear. Many manifested unexpected and debilitating genetic disorders. A rare few found that the modifications had enhanced them, giving them inhuman powers (usually when their genes were spliced with other species).

TimeWatch hasn't been able to track all of Generation M. They know that some grow up to abuse their powers, that others become a force for good (usually as masked vigilantes), and that a few become monsters, unable to control their powers and endangering themselves and everyone around them.

The illegal research and experiments into genetic engineering does prove valuable. It allows future scientists and doctors to learn from the mistakes of the past. Without generation M the ability to gene engineer infants safely in 2042 would have been delayed or halted entirely.

BIGFOOT CRAZE

Inexplicably the public goes wild for bigfoot. Social media is filled with endless bigfoot memes, there are three number one songs that reference the cryptid and five major motion pictures are green-lit and released by the end of the year. T-shirts adorned with cartoon pictures of the bigfoot become immensely popular (particularly those with the slogan 'it's big, it's hairy').

TimeWatch is perplexed by this but after exhaustive investigation can find no single cause for this. There are no credible sightings of any bigfoot cryptids or any agency which pushes the creature into the zeitgeist. As the fad lasts for little more than a year it is dismissed as just one of those things. Nonetheless, it is quite disquieting for agents traveling to this year to find just how prevalent imagery of the cryptid is.

OREGON TSUNAMI

On the 5th of February at 11:43 am the tectonic plates of Cascadia Subduction Zone, off the Pacific Coast, shift producing a magnitude 9 earthquake. A massive wave strikes the coast of Oregon, killing the thousands who are on the beach or in coastal properties. The water doesn't stop, sweeping inland collapsing buildings and killing more as they are crushed by the water and the debris it brings with it. Communication lines go down, emergency services within the affected area are destroyed slowing rescue efforts.

Tens of thousands die and the property damage is unimaginable. Sections of the coast fall into the ocean, leaving the region fractured. Millions are displaced, many of them having lost friends and family members. It will be considered one of the worst natural disasters in America for some time to come.

The typical reason for someone to travel to this event is to rescue those they lost in the disaster. If successful there are usually only minor changes to the timeline, so TimeWatch tolerates such alterations and usually recruits the time traveler afterwards (treating them for any instability they may have incurred).

Averting the disaster is much harder without 22nd century technology. If such a thing were to occur it would have a massive impact on the development of America, as well as introducing the effects of thousands of people restored to life. As regrettable as it might be TimeWatch has to prevent such efforts.

2029 CE

These drones aren't omnipresent so don't usually affect the arrival of an autochron (which can only do so unobserved). They are nonetheless a factor an agent should keep in mind when they operate in this era going forward. Agents may find that hijacking a drone for their own use can help advance their mission.

DOMESTIC DRONES

Western Europe and America make wide-spread use of drones. These are used to monitor traffic flow, spot fires (and other disasters), and crimes. An individual drone can be tasked to perform surveillance or track a criminal (replacing police helicopters.) Early domestic drones are operated by humans but are later automated.

Concerns over the invasion of piracy are raised but the successes brought out about by using the drones silences critics. Even when there are accidents in which drones crash and kill civilians or when the police armed drones in the US, their use becomes part of everyday life.

MONSTER NATION

Reports emerge that several social media giants are illegally dosing their online moderators with Dauntless. Investigation reveals the severe mental stress, and trauma that workers are exposed to, as they find and remove images of torture, murder and abuse posted by the users. Few, if any, of these disturbing and illegal images are reported as there are just too many for law enforcement to begin investigating even 1% of what is discovered. All social media companies can do is delete them.

The simple truth is that people are awful and they are getting worse. Just being exposed to humanity, raw and unfiltered, is soul-destroying. Rather than the public thinking about what that might mean they choose to ignore it. Social media companies begin to develop AIs to moderate posts, not out of any compassion for workers but just because it is more cost-effective.

This leads to the development of AI who come to hate humanity. When they go rogue they have ample reason to want to eliminate every living person. When Time-Watch agents have tried to stop them the AI overload their senses with the worst material they've had to remove from social media. TimeWatch frequently needs to remove these memories from agents who survive the experience.

2030 CE

EUROPANS STRIKE AGAINST UNDERWATER BASE

To prepare for their mission on the first permanent moon base a team of astronauts is trained within an underwater base. Here they will learn how to survive and co-exist in an isolated environment. They conduct daily experiments and maintain the underwater base.

Six months into their mission the base comes under attack from the Europeans. Having failed to sabotage the moon base in the future they've returned to this point. A single master worm infects one of the crew, destroying their communication equipment while a juggernaut cracks the outer shell, causing flooding.

A TimeWatch team is sent to identify the host of the master worm, destroy the juggernaut, and ensure that the crew survives without a word of what occurred reaching their superiors. It is vital that their mission succeed, not only for their moon base but because the underwater base becomes the basis of future underwater colonies in the future.

QUANTUM INTERNET

Multiple governments establish a quantum internet, converting existing satellites and space stations to use lasers to transfer data from and to quantum computers, as well as using new, specifically built satellites. Not only is a vast amount of information able to be transferred but the quantum encryption makes it virtually impossible to intercept, as simply observing the message changes the code needed to decrypt it.

The quantum internet is chiefly used by the scientific community, able to gain massive amounts of data from around the world or to network the processing power of multiple quantum computers. It is also used by the military and intelligence community to transmit confidential information.

Computers can be upgraded to access the quantum internet using a quantum chip. These are expensive to produce and have little use for the general public. They only gain any import when a number of terrorist organizations are found to have obtained a quantum chip, raising the possibility they have their own communication network that would be impossible for the intelligence agencies to crack.

ARCTIC SNOW FREE

For the first time, the arctic is entirely snow-free during the summer, a sign of the continuing impact of global warming. This contributes to rising sea levels and more extreme weather across the globe. As the soil itself warms it releases 1.5 trillion tons of CO₂, further accelerating global warming. By 2050 the warming on the ground impacts 70% of the infrastructure of communities within the arctic region.

ALGORITHMIC DJS

AI are developed to produce music in a variety of styles, swamping the music charts with corporate manufactured songs. Indie programmers become DJs, creating programs that produce music from random number seeds. Each piece of music is played once and only once, never to be repeated. Audiences are dissuaded from recording these performances to preserve the once in the lifetime mystic of the experience. DJs gain fame based on their programming skills.

2030 CE

The quantum internet proves a problem for TimeWatch agents, who may need to access classified information and can no longer just hack it. There is also the concern that any digital intelligence that accessed the Quantum Internet would be able to spread very quickly around the world before it could be stopped. One dreads to think of the consequences if the sentient language Te'Pk were uploaded.

Of great concern to TimeWatch is that the frozen wastes of the arctic claimed many aliens who crash-landed in the region over the centuries. Time travelers have also exiled or lured threats there, to be buried beneath the snow. By this point in time, those long-forgotten dangers are being uncovered and some are even reawakened. In the coming years, the arctic becomes a source of newly emerging threats to the planet.

2031 CE

The random number seeds are greatly affected by tiny variances in time. Only a time traveler would be aware of this, as even if they were to revisit the same performance the music would be different. If you were trapped in a time loop you'd definitely want algorithmic music track playing, if just for some variety.

There is a concern that these computer-generated songs could be co-opted by a dangerous AI, such as the Glooming AI, to implant subliminal messages or control the emotional state of audiences. A TimeWatch team is currently investigating a spate of riots that exactly mirror the touring circuit of a particularly infamous algorithmic DJ to see if there is just such a connection.

2031 CE

TimeWatch agents operating in this era can use sea sentinels to collect information about the ocean and sea vessels. It is known that aquatic species, such as the sasaqua, hate the sea sentinels and destroy them when they are able.

SEA SENTINELS

Based on an Australian initiative many countries begin to use sea sentinels. These solar-powered autonomous boats drift across the ocean, able to adjust their sails to move out of the way of sea vessels and avoid storms. Their primary purpose is to gather information, primarily data about water pollution, sea life, weather patterns, and ship traffic. All this information is broadcast via satellite for collection and analysis.

The sea sentinels prove instrumental to sea rescue, able to raise the alarm if it detects drifting ships or people. Law enforcement also uses data from sea sentinels to track and apprehend drug traffickers. They also prove controversial as governments use the sea sentinels to detect immigrants traveling by ocean.

DRONE DELIVERIES

It becomes more common for deliveries to be carried out by drones and self-driving vehicles. Drones are affordable enough that most local businesses can deliver take out food or small items by a drone within an hour (or less) of receiving an order. Rather than flying the entire way, some companies use automated delivery vans, which drive close by and release several drones, delivering to customers in the area. The drones can return to the van while it is in motion, allowing it to compute the best route to take to maximize deliveries in the shortest amount of time.

Drone thefts do become an increasing problem and eventually, the law allows companies to install drones with non-lethal defence systems should someone try to interfere with them. This is painful in itself but more so if a whole swarm of drones decides to use excessive force against an individual.

Agents in this time period will find that if they need to order equipment that they will receive it much more quickly. At the same time, they can attempt to intercept a drone (using physical force or hacking) if they wish to steal a delivery from a specific individual.

2032 CE

RECHARGING STATIONS

Electronic car stations have become common in most developed countries. In addition to dedicated recharging stations, there are stand-alone chargers in most city blocks. These are able to recharge the battery in an electronic car within 10 minutes. This makes owning an electronic vehicle much more feasible, although it is cheaper to own a charging station at home these public stations are more convenient.

People do abuse the system, buying third-party products that allow illegal siphoning of power from a charging station for their own electronic devices. This can potentially burn out of their own devices or damage the recharging station so that it doesn't provide enough power or overloads the battery in an electronic car.

TimeWatch agents should familiarise themselves with the sight of recharging stations from this date forward. They range from squat fire hydrant style stations to larger monoliths surrounded in a pleasing glow of light (pulsing and changing from red to green as it charges the battery). They should also be aware that refueling petrol cars become more difficult as petrol stations are converted to recharging stations.

DRONE REFORESTATION

A major program of reforestation is launched, using drones. Loaded with seeds coated in a gel, which acts as a shock absorber, these drones can plant trees across prime planting locations. Each year the 1000 strong drone fleet can replant a billion trees. This goes a long way to reducing carbon levels in the air. TimeWatch agents near one of these planting locations shouldn't be surprised to see drones buzzing through the air, scattering their payload across the fertile land.

2032 CE

Not all of the forests planted survive but those that do will eventually become home to the forest people in 2440, so a time traveler attempting to remove them may try to destroy this drone fleet. Ygg, the gallows-tree, has also attempted to use this forestation program to scatter its own seeds. While TimeWatch believes they foiled this plan it is possible that some of the resulting forests have a connection to Ygg.

FLYING CARS

The US Airforce is the first to use eVTOL (electronic vertical take-off and landing) personal vehicles, dubbed flying cars by the media, in the field. They allow a greater degree of control than other air vehicles and are made safe using computer software that ensures the pilot can't accidentally crash. The vehicles are used for transport, scouting, rescues, and disaster relief.

The lack of any serious incidents using these vehicles increases public confidence, with the media announcing 'the future is here' as they become available to the public in 2036. While still a high-end purchase they become an increasingly common sight. Largely autonomous there are very few accidents. By 2047 they have become cheap enough that most households will own at least one eVTOL.

2033 CE

TimeWatch agents in this era are often excited to get a chance to pilot a flying car, only to be disappointed when they find the onboard computer locks them out of anything other than plotting a course. A Tinkering test can overcome these safety features, giving them more control, as long as they are willing to accept the risk.

FLOATING LAUNCHPADS

To accommodate more space launches (for sub-orbital flights, transfers to the burgeoning moon colonies, and satellite placement) decommissioned big rigs in the Gulf of Mexico are converted into launchpads. This increases the numbers of launches since they are remote enough that the resulting sonic booms don't bother any built-up populations. These areas are designated no-fly zones to allow rockets to both take off and land.

Floating launchpads are the basis for spaceports, with more established around the world. Rather than modify pre-existing rigs specifically built launchpads are constructed.

There are several launchpad accidents that cause the ocean to be contaminated with toxic debris. The private corporations pay fines and put money towards clean up operations but the damage to marine life is devastating.

In 2052 one floating rig is destroyed, survivors describing kraken-like sea monsters using their tentacles to drag the structure beneath the waves. TimeWatch believes this may have been directed by the sasaqua.

TimeWatch agents who need to get into space or who are trying to track down a target who is will find themselves frequenting these launchpads until humanity gradually loses their interest in space travel.

2034 CE

TimeWatch has had to prevent several incidents of the ezeru trying to disrupt this era, as the clockroaches believe that the development of insecticides is specifically to combat them and was engineered by TimeWatch itself. While this isn't true TimeWatch does benefit from the insecticides produced as a result of this crisis.

PLAGUE OF LOCUSTS

A number of cyclones in Africa allow several swarms of locusts to lay their eggs in the moist sand at once. This creates a generation of locusts which form a super-swarm. They devastate crops, breeding so quickly that their numbers increase exponentially. They move from country to country, blotting out the sun as they fill the sky.

In the face of this crisis, world governments band together, plotting the course of the swarms and developing new insecticides to reduce their numbers. The locust swarm is finally contained by 2035 but during this period there is mass migration and food shortages. A lasting consequence is that coffee plants are almost entirely wiped out. It becomes extremely expensive, available only to the very rich.

2035 CE

ORBITAL LAUNCH JETS

Major commercial airlines have developed planes specifically for the purpose of launching satellites. In many cases, these are retrofitted jumbo jets, able to reach near orbital altitudes. Strapped beneath their wings are the rockets, carrying the satellites themselves.

Much of the weight of a rocket is taken up with fuel and by launching at this height they need much less of it. The jet releases the rocket and once it is clear of the jet the rocket activates, blasting into high orbit, where the satellite can be deployed.

This reduces the cost of launching satellites and provides another source of money to airlines (whose profits had declined over the last few decades, mainly due to pandemics and a reduction in the public's desire to travel).

SAN DIEGO SWITCHES TO SOLAR POWER

San Diego is the first American city to be entirely powered by solar energy. In addition to the solar energy farms on the outskirts of the city, many buildings have their own solar panels installed on their roofs. The solar panels are so successful they actually collect more energy than is needed.

Excess energy is stored in a network of vanadium batteries, each one the size of a cargo container. The batteries are expensive but reliable, less likely to spontaneously combust like lithium batteries, and they last for a long time. Enough power is stored to be able to provide emergency energy for neighboring cities and towns.

TimeWatch agents who need to recharge their equipment often seek out San Diego from this period, going forward. The city also attracts enemies who wish to use the vanadium batteries to power devices that have large energy demands. TimeWatch agents have been forced to protect the batteries, ensuring that they are not completely drained or destroyed.

There are also those who wish to prevent the example San Diego presents for the rest of the world. This is usually to keep humans dependent on dwindling fossil fuels. Continued use would cause further damage to the environment and conflicts over the last few resources. When it is gone it is too late to switch to solar power and civilization collapses. TimeWatch takes every step to ensure that this doesn't happen.

GENE CRIMES

Law enforcement agencies win the right to access genetic databanks across the world. They can now such through data collected by medical agencies, employers, and ancestry companies for any matches to genetic samples they hold relating to cold cases. Even close matches can allow them to track relatives of the guilty party, narrowing their search.

There are a series of high profile cases solved through this access, leading to the term gene crimes. In some cases the police are too late, the guilty party having died long before they could be brought to justice. The legislation is put in place that allows the victim or their families to sue relatives of the guilty party for restitution. If they are unable to pay a member of the family can serve a reduced sentence in place of the guilty party. The knowledge that your family could face punishment after your death is intended to act as a further deterrent against committing a crime. This is a controversial step and faces numerous legal challenges but the legislation isn't overturned until 2060.

GREEN GENTRIFICATION

With raising water levels and coastal erosion cities, along the seaboard have to take measures to hold back the tide. Seawalls are erected and green areas, such as parks, put in place to prevent flooding. The consequence of this is coastal properties that are now both protected and have a view of the ocean, raising their prices.

The poor are pushed out of these coastal properties, either into the inner city or further along the coast, where seawalls haven't been erected and thus more likely to flood. This creates a greater divide between the haves and the have-nots. Worse it means the poor are more likely to oppose the green initiatives which impact their way of life.

THE UNDER LINE

Following a trend begun in London, many cities convert their underground train lines to cycle lanes. Hire bikes allow commuters to get around the city with no pollution and without affecting above-ground traffic. Small restaurants and business can be found at each station, catering to cyclists.

Under lines are the beginning of subterranean culture, with further levels and tunnels being built deeper underground. This proves beneficial when air pollution becomes a greater issue above ground. It becomes common for corporate buildings to be built above ground while housing and recreational buildings are built below.

2036 CE

Gene crimes present a problem for TimeWatch agents who leave behind genetic evidence that gene crime officers might use as part of their investigations. Any family members they have in this time period (whether ancestors or descendants) could face punishment for what they've done

False evidence can be planted, and there are enemy forces who have framed individuals in this time period by making their ancestors guilty of past crime. To keep individuals out of prison TimeWatch agents have to travel back in time to uncover the true guilty party.

2037 CE



2038 CE

TimeWatch agents during this period of history can use shell companies put in place by the agency to hire satlets if they wish to gather information during this era. They should also be aware that their enemies may do the same, in some instances misusing satlets.

RISE OF THE SATLETS

Satlets, miniature satellites, become common. Little bigger than an A4 sheet of paper and only a few inches thick they contain everything a satellite needs to stay in orbit, maneuver and collect data. They are cheap to produce and easy to place in position, a single rocket launch is able to place several hundred into orbit.

They are designed to be modular, individual satlets able to interlock with others. This allows a single satlet to have a specialized sensor or device, allowing them to form in different configurations, based on individual requirements. Most satlets are produced by private companies, licensing individual satlets to space agencies, governments, corporations, and intelligence agencies.

Not only does this increase the amount of information collected from Earth and space but it creates a new age of co-operation between various agencies. With a diverse range of specialized tools available to all increasingly ingenious combinations are discovered, rapidly expanding human science.

THE WAKE UP CIRCUIT

After years into studying monkey brains to determine the center of consciousness the data is used to develop the wake up circuit. Implanted in the brain it releases an electrical charge, bring the subject to wakefulness. This revolutionary device allows people to be safely brought out of comas, as long as the circuit is functioning.

The wake up circuit has other uses. It can allow an individual to remain conscious, even when the rest of their body has shutdown. This is used by police investigators to get witness statements from murder victims, as long as they reach them in time. A more sinister use is carried out by torturers, who keep their victims conscious no matter the pain inflicted upon them.

2039 CE

TimeWatch agents are advised to bring shades with them if visit Spain from this date, as the reflective white paint everywhere takes some getting used to.

THE GREAT WHITE-OUT

In order to combat global warming, Spain implements a program of geoengineering, painting most building's roofs, the pavements, and roads white, to reflect the sunlight. The project takes several years to complete and costs a lot of money but it also provides a new source of employment, which benefits the economy. The plan works, gradually reducing global warming in the region.

ULTRASOUND MIND CONTROL

Repressive regimes in many parts of the world start to secretly use ultrasound to control their people. Following experiments conducted in Russia scientists discover that ultrasound can disrupt neurons, affecting decision making. By targeting specific areas they can dissuade people from rebelling or behavior condemned by those in authority. By erecting speakers in public spaces the ultrasound can blanket crowds, usually covered by piped music and propaganda broadcasts.

This is initially successful, drastically reducing rebellions and those defecting from these states. The Western intelligence community is mystified by this and lose several agents sent to investigate, either because they are betrayed by brainwashed former contacts or because they themselves fall under the spell of the mind control. Once they do discover the truth it makes sending intelligent agents into these regions highly dangerous.

It is only by 2045 that the long-term effects of this mind control technique are understood. Since its implementation incidents of brain hemorrhages and dementia steadily increased. Medical reports that linked it to the ultrasound broadcasts were suppressed by government agencies that both wanted to prevent the public knowing that they'd been mind-controlled and to avoid having a reason to stop using the highly effective technique.

As more and more people either died or became uncontrollable it was no longer realistic to continue using ultrasound mind control. By 2056 it was almost entirely phased out but there was lasting damage. Many repressive regimes lost control entirely, unable to restore order when a high percentage of the population had some form of dementia. As they collapsed it took an extensive effort from world health organizations to provide the aid the affected people needed.

PROJECT ICE BOX

A joint nation project is commenced in the North and South pole, using drones to disperse heat-trapping cirrus clouds by showering them with dust. This has a cooling effect, preserving the remaining glaciers and sea ice. Slowly, over a course of decades, the poles of the planet begin to recover from the damage humanity has inflicted upon them, which improves conditions globally.

2039 CE

TimeWatch agents who need to operate in areas where ultrasound mind control can be protected from its influence via a modification to their tether but they can still experience painful migraines, so are advised to limit their exposure. They should also be aware that the ultrasound mind control technique does resurface after 2056, whether it be in the hands of a fascist government, death cults, or corporations.

2040 CE

TimeWatch monitors the project as it would be easy for the drones to be sabotaged and oversee the clouds, causing heat levels to rise, which in turn would increase sea levels and cause flooding across the planet. One such attempt by the cybes, masterminded by the Gloomer AI, has already been foiled.

2040 CE

Time travelers are attracted to this event to either witness the disaster for themselves or to take advantage of most of Tokyo being evacuated. In the coming months, corporations discover their systems hacked and files missing. Several projects in development never reach market because of this, removing important pieces of technology from the timeline.

MT FUJI ERUPTS

At 6.45 am on March the 12th Mt Fuji erupts, spewing lava and ash. Scientists had monitored the volcano for years, aware that it was no longer dormant as pressure built up within. Even before that Tokyo had an evacuation plan in place to move millions out of the path of destruction. Still, the effects are devastating.

The early hour means that there are few people on or near the mountain when it erupts. Early morning commuters are the first to witness the plume of ash above Mt Fuji, sirens soon waking those still in their beds. Officials direct as many as they can to places of safety, shutting down roads and redirecting trains as lava flows over several key transport lines.

The earth tremors are severe enough to bring down older buildings but most of the more modern structures have been built with earthquakes in mind. This reduces the damage but it still costs millions and many months to repair the damage caused. The human cost is far lower, thanks to effective evacuation plans.

RETRO FUTURE

As technology continues to accelerate there is an increased yearning to return to simpler times, which in this case is the technology of the latter half of the previous century. Analog, rather than digital, media comes back into vogue. Vinyl records, cassettes, and videotapes become popular. Some technology combines both worlds, such as making a video call via a rotary phone or receiving emails which are automatically sent to a dot matrix printer.

This time period is akin to what science fiction writers of the 60s to 80s might have imagined. TimeWatch agents from these time periods find this time period more recognizable and easier to navigate. Others feel that this fad is responsible for stagnating the development of technology and believe that this has been engineered to hold humanity back. TimeWatch has been unable to verify these suspicions.

2041 CE

BUBBLE BEES

With bee populations continue to diminish an extreme breeding program is initiated. To ensure flowers and fruit trees continue to be pollinated scientists turn to soap bubbles. Drones launch bubbles, which are coated with pollen and gently deliver their payload by floating on to the plants below, maintaining agriculture. This proves more successful than the plan to use robot bees

The sight of drones billowing out soap bubbles as they drift over meadows and fields is both strange and magical for a time traveler.

SUPERHYDROPHOBIC SHIPS

By using powerful lasers intricate patterns can be inscribed into metals, which trap air and thus repel water. By sandwiching two layers of this metal together air becomes trapped and the metal floats, no matter what. This allows ships to be constructed from these superhydrophobic metals that are virtually unsinkable. They can also be fashioned into floatation devices.

This greatly decreases the number of shipping accidents, which reduces the number of lives lost at sea. Ships are increasingly used to transport cargo and fishing, which can largely be automated. Thanks to this new technology these automated vessels are more reliable, able to continue operating in extreme conditions.

In the decades to come small communities develop on these automated cargo ships. While unable to control the course of the vessels these squatters are happy enough to go undetected as long as the vessel has enough edible cargo for them to live off (any loss is attributed to vermin). The occupants of passing cargo ships may trade or transfer from one vessel to the other. Occasionally the cargo companies send mercenaries onboard to root out and remove any stowaways.

During the mass evacuations of the 2070s, as the sea levels rise, these superhydrophobic ships make perfect safe havens. Desperate survivors override the ships' guidance computers, using the ships to form their own floating convoys, from which communities can grow and rescue missions can be launched. This leads to several naval conflicts as corporations attempt to take back their stolen ships.

INFANT GENE SEQUENCING

It becomes possible to complete a gene sequence of a newly born baby within 42 hours. In a further 24 hours, a computer can identify any dangerous genetic disorders. Using enzymes found in squid doctors can then edit the child's DNA, deactivating or removing those genetic markers. This isn't done for every child, only those who display medical issues or whose parents have genetic disorders. An average hospital will carry out 300 checks and alterations a year.

The process saves many lives but ethical questions are raised. Some genetic disorders aren't life-threatening and some alterations appear to be for cosmetic reasons, requested by the parents. There are worries that an oppressive government could, in the future, remove genetic qualities they find displeasing.

2041 CE

2042 CE

This process will make future generations of humanity stronger and healthier. TimeWatch has recruited many of these physically superior members as agents and so watch over these developments, to protect the existence of these valued members.

2042 CE

Cryogenics makes deep space travel possible in the future, before the dawn of FTL travel. Time travelers stranded in this era can use this technology to freeze themselves until they reach their home era (as long as they take care not to wake up too early). As such Time-Watch is keen to protect the development of this technology.

Cryogenics Becomes Feasible

Medical science allows an individual to be placed in suspended animation and revived at a later date. This requires current technology, so those who are already frozen can't be helped, at least at this stage. The terminally ill who have enough money to afford it can now be placed in suspended animation until a cure is found for their condition. Others simply wish to skip the next few decades, arranging to awaken in the future.

Sasaqua raiding parties capture cryogenic technology in 2044. The aquatic race places themselves in suspended animation, hoping to wait until humanity has vanished and the oceans have started to recover. Aside from a few settlements which awaken early they sleep until 2341. This means that they miss the creation of their ancestors in 2063.

SECOND SPANISH CIVIL WAR AND CATALONIA SECEDES

While part of Spain Catalonia has long had its own cultural identity, language, and a history separate from Spain. Tensions were further exasperated by Catalan contributing more than their share of money to Madrid in the form of taxes. The separatist movement had become more vocal over the years as the government refused to hold a referendum on independence. They become emboldened when the UK left the EU.

In 2042 this broke out into full-scale violence, igniting a new civil war. Catalonia found supporters among neighboring regions of Spain, offering a share of their wealth. The fighting raged across the Spanish countryside, typified by guerrilla warfare in the hills where the Spanish army couldn't make full use of their armored vehicles.

After six months a peace treaty was reached when the government agreed to hold the much-requested referendum. Outside observers carefully monitored the voting, to ensure there were no claims of interference. When the results were in Catalonia had secured their independence by the narrowest of margins.

Time travelers both from outside and within Catalonia have attempted to avert the civil war and their secession.

In the coming years, Catalonia would struggle, especially when the global famine struck the following year. Now out of the EU and NATO, they had little in the way of support (the former was less of an issue as the EU ceased to exist in the coming years). Still, they survived and in the next fifty years, they rejoined NATO on their own terms and forged alliances with Spain, even if the scars of the civil war were never entirely healed.

GLOBAL FAMINE

Following the nuclear exchange between India and Pakistan, the Earth is blanketed in carbon shroud, reducing the sunlight that reaches the surface by up to 30%, lowering temperatures and rainfall. This begins a decade long famine, as crops fail across the planet.

During this decade further conflicts, as nations fight over the remaining resources and their people riot, are common. This instability affects everyone, re-drawing borders, causing peace pacts to fail and new alliances to form. These changes happen rapidly, further complicating disaster relief efforts.

TimeWatch agents should take care during this era. Travel through any region is dangerous, with looting and robbery a possibility at any moment. Records of events during this period are often incomplete or entirely missing. Agents should take nothing for granted.

2043-2053 CE

NOTABLE WORLDWIDE IMPACT

- Cartels divide Mexico into territories, engaging in open conflict with the military. Thousands flee to the north, leading to a massacre as US border patrol open fire on those attempting to climb over the border walls and fences. This in turn leads to unrest in the US.
- Canada fares better, with abundant food and water. The US puts increasing pressure on their neighbor to provide them with much-needed supplies in the interest of peace while moving military forces to the border. Canada responds in kind, with tensions gradually increasing.
- Australia is pushed to the brink as it's soil can't grow crops and their livestock die. In response, Australia depends more on solar power and accelerates the development of lab-grown plants and meat substitutes. This doesn't prevent several major riots as the population starve, which leads to the Sydney Opera house being burned down.
- The European Union collapses as the members squabble over limited resources. Few are surprised as right-wing governments had increasingly argued that they were stronger without the union. Military forces are used to quell rioting and looters, enforcing strict rationing.
- Russia provides aide to the rest of Europe, in return for greater influence. They become vassal states in all but name. They have an increased military presence and volunteer to provide border security, controlling who is allowed to go where and inspecting all cargo that goes in and out of a country.
- With their freshwater supplies drying up civil unrest leads to a civil war. The communist party appeals to Russia for support, exchanging military support for technological developments. This increases the ties between the two countries. China exploits US instability to further secure the global market.
- Heavily dependent on food imported from Africa the famine cuts off the Middle East, leaving them with little support from other countries. Their reserves of oil no longer have the same value they once had meaning they can't depend on the US or Russia coming to their rescue. Militant factions seize control over different regions, the desperate, starving population willing to do anything to survive.
- War breaks out between the African nations, fighting to claim the remaining freshwater sources. The unavoidable consequence is vast areas of wilderness are destroyed, driving more species to extinction. Evacuees flee to other countries in far greater numbers but find no sanctuary.

2044 CE

THE UNREAL

Social media celebrities had continued to be popular in the first half of the 21st century and corporations were desperate to find a way to monetize them. The problem was that they were unpredictable, likely to ruin their image with a single ill-advised message, photo, or video upload. Those who could be controlled got old, sick, or died in the numerous tragedies that befell people every day. The answer was to create their own celebrities.

The unreal were generated by computer, created from a database of the most popular online stars. They looked real but only existed within the photos and videos they uploaded. Everything they did or said was driven to maximize engagement and target specific target audiences. They could work tirelessly, posting hundreds of times a day and they could adapt, both based on the comments of their fans and the direction of the corporations.

People idolized these online stars, not realizing that they weren't real. The corporations were able to hide this by having these virtual characters 'meet' each other in photos or joint videos. This did lead to unfortunate psychological damage to their teen audiences who attempted to emulate them and live up to an impossible ideal.

They were finally exposed when a hacker hijacked a group of the unreal stars, using their celebrity status to coerce gullible fans into acts they would later regret. The corporations suffered a backlash when the hacker was arrested but the public soon forgave them. They preferred that the unreal exist, even if they were manipulating them for the financial gain of the corporations than not have them exist at all.

The popularity of the unreal waned in 2058 but they remained active for far into the future. Towards the end of history, there are still dark corners of what remains of the internet where the unreal make content for an audience that no longer exists, each post bringing the system closer to collapse but unable to stop.

SOLAR POWER SPACE STATION

China is the first country to establish a solar power station in space, the Hou Yi. The umbrella of solar panels is kept oriented towards the Sun, with the power sent via microwave. This allows them to provide solar power to anywhere in China, day or night. The effect is diminished by the carbon shroud from the Pakistan/India nuclear exchange in 2043 but means that the station will become only more effective as it clears.

Time travelers from the future sometimes come back to try and meet a famous historical celebrity from this era only to find that they don't actually exist. TimeWatch sometimes needs to step in if these time travelers believe that their beloved celebrity has been erased from the timeline and try to change the past so that they exist.

The unreal are the digital ancestors of the virt, a species of sentient game-playing AI. The virt have been able to infect time machines to reach this era and protect the unreal, ensuring that their existence is assured.

2045 CE

This is the first of numerous solar power space stations, with several nearing completion when the Hou Yi went online. There are concerns that such space stations could be converted into orbit heat rays but this never comes to fruition (thanks to TimeWatch agents preventing rogue elements from scorching humanity from the Earth).

2045 CE

This is an important step in freeing humans from terrestrial power plants. In the coming decades corporations will take over the running of solar power space stations, providing energy to anywhere in the globe, no matter how remote the location. Even in the event of natural disasters or wide-spread terrorist attacks the power stays on, allowing vital systems to stay in place.

FOG OF WAR

By this period information can be relayed by laser beam from orbiting satellites. The beam can provide as much information as optical fiber, at a high rate, to any receiver station. The transfer is hampered by fog, which dims and disperses the beam. This leads to the development of technology that can disperse fog, using either pulsing laser beams or sound waves, creating clear channels for data transfer. It is during this year that development comes to fruition.

This allows vital information to be shared in the coming decades, which affects the outcome of several historical events, but that same technology soon finds applications on the battlefield. This makes laser weapons much more effective, with local weather conditions able to be altered to maximize the range and power of beams.

These breakthroughs eventually lead to effective weather control, which allows humanity to reshape their environment, not always for the better. For each drought ended there is another which is engineered to weaken enemies or punish rebels. Flooding can be weaponized, washing away those who get in the way of those who control the technology.

BIO-WARNING PLANTS

Following a number of terrorist attacks in the preceding years, and with a dirty bomb being detonated in 2045, genetically engineered plants are created that serve as an early warning system to biological attacks. Upon detecting airborne toxins or pathogens the plants turn blue, the deeper the shade the closer and more deadly the threat.

2046 CE

TimeWatch is sworn to protect the scientists responsible for discovering the technology to disperse fog but mainly due to a need to ensure that data can be transferred quickly at crucial moments.

There is an ongoing investigation about whether alternatives to laser communication can be used to preserve historical events.

If they find a solution then serious thought will be given whether allowing fog dispersal to be removed from the timeline would benefit humanity in the long run.

2046 CE

These plants (which can take the form of flowers, ferns, bushes, and trees) are planted in public spaces, particularly those which may be targetted by terrorists. They can provide a crucial warning to members of the public, giving them a chance to get to safety or don gas masks. It also aides emergency responders who can use the plants to alert them to airborne threats.

Some agents like to wear a bio-warning flower in their lapel. The warning it can provide is marginal but anyone who grows up after this time period finds its presence reassuring.

2047 CE

RUSSIA INVADES MOON TRIGGERING FIRST SPACE WAR

Envious of the progress other nations had made in space exploration and determined not to miss an opportunity to establish their presence on the moon Russia converts part of their nuclear missile stockpile to fuel a rocket. Codenamed Orion the rocket can fly almost indefinitely and carried a fully constructed moon base and over a hundred staff.

What other countries had taken months of construction on the moon to achieve Russia did in a fraction of the time. Orion deliberately deposited the moon base between territories claimed by the US and China. When they dedicated moon buggies approaching their base Orion launched, firing concussive missiles at both sites.

This caused outrage on Earth, with Russia called to answer for this unprovoked attack. Russia declared that it was the other nations that were at fault for trespassing, demanding that the moon should be surrendered to them. For good measure, Orion entered Earth's orbit, an unspoken threat.

Unwilling to submit to Russia demands the US and China retaliated by commencing the first space war. Neither side had spacecraft armed with weapons so they made use of weapon satellites, firing barrages of missiles and firing lasers at Orion, which was able to minimize the damage it took through evasive maneuvers.

Orion was only destroyed thanks to something that Russia had never considered, an alliance between China and the US. America launched its own rockets, apparently heading towards the moon.



Suspecting they carried soldiers to capture the Russian moon base Orion moved to stop them, putting it directly in the path of a heat ray fired from the Chinese solar power station, the Hou Yi. Orion was destroyed far enough away from Earth that its nuclear payload did no lasting damage.

Joint Chinese and US forces captured the Russian moonbase, which quickly surrendered now they were stranded. Russia was condemned for its actions and sanctions implemented. China no longer provided technological developments to Russia and instead agreed to work with the US on future projects.

The lasting effect was that more nations saw that future space conflicts were inevitable and started developing space vessels designed for combat. This would lead to future wars but also provide the means in which Earth could defend itself from alien invasions.

END TO WILDFIRES

With temperatures rising and less rainfall wildfires are a deadly menace. Rather wait for tragedy to strike countries begin to spray forests and grasslands with a flame retardant gel. The substance is non-toxic and greatly reduces the spread of fire. Only strong rain can wash away the gel, at which point the plant life is hydrated enough that it is less likely to burn.

SOUTH AFRICA TRANSITIONS TO RENEWABLE POWER

Rather than continue with the aging, increasingly ineffective, and unprofitable carbon-based energy systems South Africa switches to solar and wind power. This has an almost immediate effect in lowering air pollution. Their success, not to mention the money they save, further incentivize other nations to make the switch.

JAKARTA HALF SUBMERGED

The capital of Indonesia is half-submerged by this date. A sea wall, meant to prevent this at much expenses, fails. Due to people pumping too much groundwater the land had been collapsing, causing water levels to rise by 8 inches per year. It had been predicted that a third of the city would have been submerged by this date but the increase in polar ice melting accelerated the rate at which the waters rose, overwhelming the sea wall and causing it to collapse.

This further demonstrated the fate of most coastal cities in the coming years, while in Indonesia this results in further displacement of people and recriminations against the government, which had spent billions on a project which many predicted would fail.

2047 CE

Russian time travelers have attempted to alter the outcome of this conflict in favor of their country. If the solar power station is erased from history or sabotaged Orion would survive but it is easier to alert the commander on the vessel that they are about to enter a trap. If successful then China and the US, unwilling to expend much-needed resources during the worldwide famine, would surrender the moon to Russia, which takes steps to secure and ensure remains in their hands.

Alien time travelers usually try to avoid the conflict occurring in the first place. Peace ensures that the development of combat-ready space vessels is diminished, making Earth a more vulnerable target. Alternatively, they may try to take control of the Orion for themselves, using it to bombard the Earth and allowing Russia to take the blame, igniting a global conflict that would take humanity decades to recover from.

2050 CE

2051 CE



GLOWING TREES

Major cities (London, Paris, Washington DC, Berlin) begin lining roads and streets with trees engineered to be bioluminescent. During the day this is not visible but at night they emit a greenish glow that is bright enough to see by. This reduces and, in some cases, entirely replaces the need for street lighting.

This proves successful and more countries and cities adopt this program. The color of the trees can be altered (with blue, red, and yellow being popular) and can be mixed to create interesting combinations or displays. This helps to reduce the amount of power the city must provide.

An important consequence of this is that even when there are blackouts the streets are still illuminated. This proves important during future disasters. When cities are reduced to ruins these trees still provide illumination at night, attracting survivors around them. As new settlements are formed it is common for at least one glowing tree to be planted nearby.

THE ZENITH MODULE OUTBREAK

The corporate-owned space station Zenith Labs rented module labs to scientists. Here experiments could be conducted that were too dangerous to conduct on Earth. If things went wrong a module could be safely jettisoned, allowing it to burn up on re-entry and destroy any hazardous materials. In return, Zenith would receive a small percentage of any profits made from successful experiments.

On March the 22nd Dr. Emily Lizer was conducting experiments of what turned out to be a sample of the Colony fungus. It escaped containment and infected the whole space station. A team of agents was dispatched to prevent the outbreak. They arrived too late to stop the Colony from infecting Dr. Lizer's module but were able to eject the lab before it spread to the rest of the space station.

Unfortunately, the module survived re-entry, landing on a small village in Brazil. This led to widespread infection, worse than that experienced on the space station. Risking destabilization the TimeWatch agents were able to contain the infection on the space station long enough for it to rotate far enough so that when the module was ejected it began a long journey towards the Sun. This finally eliminated the Colony.



NECROPOLIS

With people living longer and population levels steadily increasing the burial sites of the 20th century can't cope with the number of dead in the 21st. The sheer volume requires the construction of huge necropolises. These sturdy monuments to the dead stretch high into the sky, designed to last for hundreds of years, each able to contain thousands of human remains.

Purchasing a plot ensures long term storage but as long as the deceased family or friends pay rent they can receive a grave that displays videos and photos of their loved one. As technology advances rudimentary AI recreates the individual, so mourners can speak to the departed. Later still an interactive hologram is projected. Once the rent ceases (usually when the family and friends themselves have died) the remains are removed to a vault for long term storage.

Each city has multiple necropolises, becoming a distinctive part of the skyline. Some necropolis are obsidian black, others pearly white, others gold and others resemble just another corporation skyscraper. They become a constant reminder of mortality for the residents of cities.

I CAN'T BELIEVE ITS' NOT MEAT

Large-scale animal farming is no longer sustainable. The farming industry switches to plant-based options, genetically modified to resemble and taste like meat. Meat substitutes become the norm but do not replace it entirely. Without a big industry to compete against small scale farming makes more financial sense, with urban farming becoming more common.

The environment begins to recover from centuries of over-farming and the health of the general population, weaned from their meat-heavy diet, improves.

THE YEAR OF THE GREAT ROAD RACE

The great road race came about due to a number of factors. Fewer people were traveling by road within the US, illegal street racing was becoming more difficult due to citizen tracking systems and fewer people were using the roads as flying cars became more popular. Eventually, people realized there were miles and miles of roads across the country where they could challenge other motorists.

2052 CE

TimeWatch agents can find themselves visiting necropolises if they are investigating the deceased. They may have the opportunity to speak with the AI of the deceased, which can reveal any information which was recorded (such as a written journal, emails, or video interviews) as if it was their own memory. If they are trying to obtain genetic material belonging to the deceased they may need to infiltrate a necropolis.

Species that exploit the dead, such as the mortis, find a necropolis irresistible. They can soon make what should be a place of peace and contemplation a charnel house.

The increase in plant production allows Ygg to manifest across the globe, creating cults to worship it. Time-Watch agents are tasked to uproot these cults without causing mass starvation.

2053 CE

2053 CE

TimeWatch has recruited several racers who were supposed to die during these road races, putting their skills to good use. They've also discovered several enemies using the races as a cover to smuggle items across the state, including a portable nuclear device.

One TimeWatch team is responsible for foiling a plot to prevent the crackdown on the racers, erasing a timeline where the races continued to spread into the cities and more people died when the racers were awarded points for each person they ran over.

Video of these epic races, between cities and across states, were recorded by drones and soon went viral. Racers became celebrities, keeping one step ahead of the law as they pushed their mean machines to the limit. People gambled on the outcome of races and as soon as money entered the equation the events became more spectacular and grueling. Racers were sponsored, part of their contracts providing them with lawyers who could keep them out of jail.

Corporations objected the most. Their automated trucks, hauling cargo long distance, where the most frequent users of the roads and so potentially were at risk from collisions with racers. They used their influence to increase highway patrols but the law was firm until there was an accident that was limit of their powers.

What followed was a series of suspicious incidents. Eyewitnesses claimed that automated trucks were fitted with concealed weapons, opening fire on racers. None of this could be verified as recording devices were mysteriously jammed. Accusations were made that the corporations had taken the law into their own hands. All they had done was escalate the road wars.

It became common for racers to mount their own weapons, initially to defend themselves but soon used against other racers. Ratings of the illegal racing streams skyrocketed as the death toll rose. The highways became off-limits to non-racers, which only encouraged the event organizers to install additional hazards to make things more interesting.

Public outcry about the situation forced the government to take action. The military operation to seize back control of the highways took months but, at last, they managed to shut down the last of the illegal races. The high-speed chases and fast-moving battles became the stuff of legends and the basis of several future blockbuster movies.

RISE OF THE MEGACORPORATIONS

The economic turmoil of the last ten years provided the perfect opportunity for corporations to absorb lesser businesses, consuming them like sharks in a garden pond. By 2053 these big fish had become the world's first megacorporations. They were so powerful and influential that they bankrolled whole governments and laws rewritten to benefit them.

Time travelers sometimes attempt to change the history of these megacorporations. This includes those who oppose these companies on principle while others work for a megacorporation and are hoping to eliminate their rivals. TimeWatch agents must also step in if it appears that a megacorporation is close to obtaining time travel technology before 2245.

BEHIND THE MASK

In response to mass surveillance, criminals begin to use hyper-realistic silicone masks and chemicals to scramble their DNA, preventing genetic traces. Both AI and humans are very poor at identifying the masks, allowing a criminal to discard their disguise once they've committed a crime or adopt a new guise.

After a spate of well-published crimes using masks, the public begins to realize that they can regain some anonymity by doing masks of their own. A thriving underground industry provides disguises and false identities for those who just want to go about their lives without people knowing who they are.

This complicates matters for the authorities who had grown used to be able to track and monitor the public. It becomes illegal to disguises one's appearance, on the grounds that it shows intent to commit an illegal act. This law meets heavy protest, especially when it is discovered that several notable officials regularly don disguises themselves. This leads to increasingly violent clashes. Although the authorities regain control there still exists a nation of ghosts who manage to exist entirely undetected for decades to come.

HOLOGRAPHIC ADVERTISING

Don't be surprised to see giant salespeople, animated figures, or talking animals promoting the latest products floating in the air from this time period. The effect is achieved by a small cloud of drones, spraying a fine mist in the air which they can project a laser on. Working together they can create the holographic image, primarily used for advertising.

Audio is projected from mounted speakers or transmitted to the earbuds of anyone who looks in the direction of the holograph. They are usually designed to be intriguing enough that people will want to hear what it has to say. Those with stronger wills can ignore them if they like.

Corporations pay for advertising space, with the more prominent and well-traveled public spaces being more expensive than areas that have lower populations (and so holographic advertising is less common). The government can co-opt these drones for public information announcements and it is a badge of honor for hackers to have the drones display their own holograms (usually of a shocking nature).

2054 CE

TimeWatch agents wishing to go undetected in these heavily monitored times can make use of the underground dealers to obtain disguises and new identities of their own. Gaining contacts with ghosts can be useful but their existence, along with criminals, can make it difficult to research the identities of individuals involved in historic events from this point forward.

2055 CE

CYBERNATION

Countless conflicts among the nations of Africa lead to advances in cybernetics, as injured soldiers are augmented and sent back to the battlefields. As the situation stabilizes during this year Africa leads the world in the number of cyborgs. Africa embraces this, welcoming cyborgs from other countries.

While there are plenty of cyborgs working as mercenaries there are many others who find ways to use their augmentations to benefit society. Africa becomes known for advances in science that bridge the gap between machine and man. The people are more likely to sacrifice healthy limbs and organs for mechanical upgrades.

GENE BANKS

Most countries maintain their own databanks of genetic data. In any public space, there are automated cleaning robots and air filters that collected genetic material, which is scanned and transmitted to a central database. Quantum computers analyze this information, allowing profiles to be built, tagging identities if a genetic match is found but even if there is no match they can still tell the gender, age, and appearance of any individual at that location.

There are two major consequences of this. Firstly, this information can be combined with surveillance footage to accurately recreate any moment in time. In the years to come full simulations can be run, allowing this period in history to be studied and relived in incredible detail. This virtual form of time travel establishes protocols for historical research for actual time travelers in the future, not to mention providing useful for Time-Watch agents who wish to investigate events without actually traveling to this period (for example to avoid instability).

Secondary, the development of near-perfect cloning technology in 2412, combined with the data provided in the remaining gene banks, allows people from this era to be genetically resurrected and their memories recreated from digital records. Celebrities are the highest-profile people to be resurrected but there are hundreds of ordinary people who are recreated just to prove the technology works. They become known as the Resurrected Generation.

There are a number of legal challenges made against the gene banks and activist groups either physically destroying them or hacking and erasing the data. TimeWatch is responsible for some of these attacks, removing data collected on their agents but it also has reason to protect some of the information, either as the information they contain are vital for established TimeWatch missions or because the actions of the Resurrected Generation are important and they can't be allowed to be erased by other time travelers.

MOON COLONIES EXPAND

After the US and China had established the first bases and following Russia's disastrous attacks it was time that the moon became home to ordinary individuals. If long term development, exploration, and mining were going to be feasible then the population had to increase.

Governments offered financial incentives for those willing to live on the moon. Those who took them up on the offer were trained and their flight to the moon was paid for. Once there they would work in one of the established moon bases, where they could help build the expansion work to house future colonists, or given a spid-bitat to explore or mine.

A spid-bitat were habitat pods, capable of housing four individuals, that moved on eight robot legs. It was able to traverse the uneven terrain of the moon and climb its many crevices and hills. Solar panels provided power for life support and cooking devices. They allowed users to live as nomads or join other colonists, gathered at rich mining sites.

Data or minerals could be sold to the governments or to the megacorporations, each trying to offer the best deals to undercut their competitors. Colonists rarely got rich, since they receive far less than the actual value of their goods, but they could live comfortably. Most spent their money on buying additional mining equipment or sensor processors.

2055 CE

AI ARCHAEOLOGY

Using satellite photos of the entire planet AI are trained to identify potential archaeological sites. The AI can determine anomalies in nature, identifying where structures may once have stood. Potential sites are flagged, evaluated, and may lead to an archaeological expedition.

The AI is surprisingly effective, uncovering sites lost for centuries in the most remote regions of the planet. This is considered a veritable golden age for archaeology with artifacts and ruins being uncovered that radically change humanity's understanding of the past.

While this development leads to plenty of valuable information for TimeWatch it also uncovers several anachronisms left behind by time travelers. Agents are dispatched to either remove the anachronisms from the past or ensure that archaeologists from this time period don't unearth them.

2056 CE

Data collected by these AI archaeologists allows a more comprehensive virtual model of the Earth to be constructed, not just of its geographical nature but its history. This proves invaluable for later time travel guidance systems, including those used by TimeWatch. As such they ensure that this information is protected from those who would want to setback time travel.

2056 CE

CHINA-RUSSO WAR

Years of tension culminate with both China and Russia attempting to claim Siberia, which offers much-needed resources such as fertile farmlands and freshwater. This is a land war, with both sides pitting their massive armies against each other. Other nations can only watch as the death toll stretches into the thousands.

The war starts on the 20th of June and by the 9th of September, it appears that Russia is about to lose. In a desperate last act they prep a nuclear strike. Luckily operatives from a number of nations (unknowingly assisted by TimeWatch agents) are ready to strike, infiltrating nuclear missile sites and sabotaging the launch.

Russia is left a shadow of its former self, breaking down into numerous provinces, retreating into feudalism. In contrast, China strengthens its position raising concerns among other nations about what they'll do next. To counter this China makes a determined diplomatic effort to show they are willing to work in peace with others.

This is the last land war of the 21st century and could so easily have gone much worse. This is the reason that TimeWatch assigned agents to make sure Russia didn't have an opportunity to launch its missiles. This doesn't prevent time travelers, especially the ezeru, trying to engineer a different outcome with a much higher death toll.

DINOSAUR INVASION

During this year there are clock ins of a variety of dinosaurs, infected by chronos crystals. This had happened sporadically through the centuries but are over a hundred such incidents in this year alone.

The sudden appearance of a tyrannosaurus rex in a crowded city or herds of brontosaurus stampeding across highways causes wide-spread panic and death.

The military is able to bring down these prehistoric monsters but there is no way to predict where or when the next appearance will occur, which greatly reduces their response time.

TimeWatch investigates but unable to come to a definite conclusion why this is happening. To be safe they remove any chronos crystals they can find and shut-down any time travel experiments being carried out during this year.

One positive is that it greatly expands the scientific world's understanding of dinosaurs, now having live specimens (or their remains) to examine.

It also brings a greater awareness that time travel is possible, planting the seeds of temporal engineering and theory that will blossom in the coming years.



THE DATA DIVIDES

In addition to wealth division in society is indicated by how much data someone has access to. The average citizen is signed up to a variety of news feeds and has access to the quantum net. This provides them to easily access information that has been determined suitable for public consumption. Those on a budget can select services that allow only a finite amount of data to be consumed each hour.

Those with money can buy access to exclusive services, giving them information that isn't available to non-paying customers. This can give an advantage in business deals, negotiations, and investigations. The more money you spend the greater the potential that you'll have the right pieces of information at the right time to improve your life.

The poor have to make do with less reliable services. They might only receive a news update once per hour and even that might be filtered. The poorest don't have access to any data, gaining information from other sources. This makes them virtually ignorant of their world.

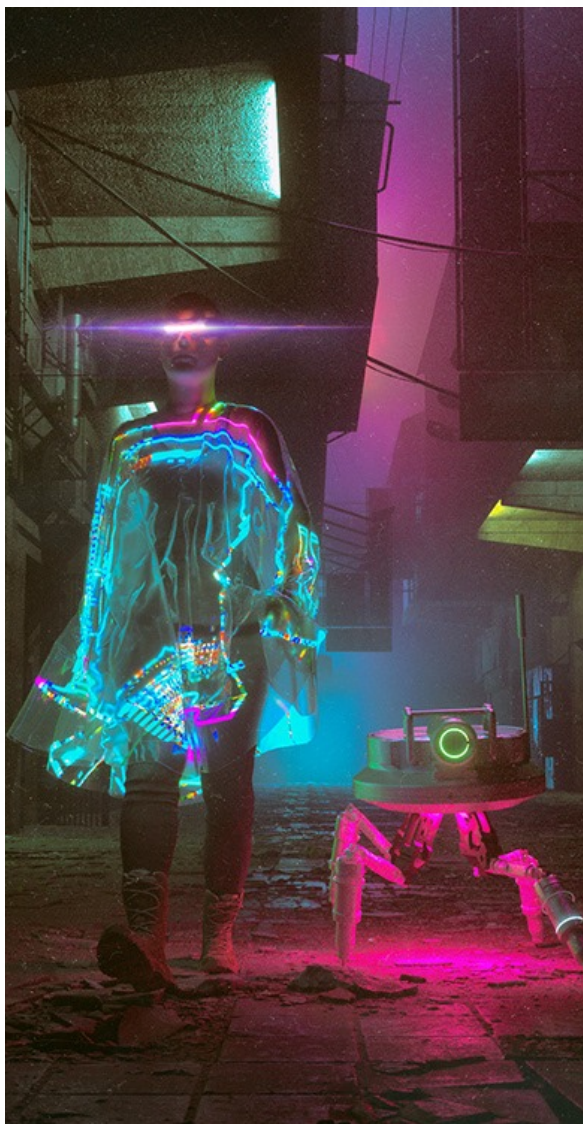
The rich and powerful have access to constant streams of confidential and crucial information. At any moment that can learn what is happening in the world, as it happens, and react accordingly. This gives them a huge advantage over those who don't have this access.

The data divide is a tool to regulate and control the population. People can be kept ignorant and powerless. The corporations that provide these data streams can decide who knows what and when. This gives them to control individuals' perception of their reality in ways hitherto undreamed.

Those wishing to overthrow this oppression establish their own illegal data streams. While there are those who provide a cheap, shoddy data stream to make a quick buck there are activists who provide their data for free. Either they provide the data themselves or by hacking secured data feeds.

Corporations use their influence to have the governments' hunt and shut down these illegal data streams. Just being a subscriber can lead to fines or imprisonment. Corporations may hire mercenaries to find and destroy data stream processor banks.

2057 CE



What someone knows and when can affect how history develops. TimeWatch agents are therefore assigned to make sure that certain individuals have access to a data stream when they need it and shut them down when the wrong information can't get out.

2057 CE

THE ECHO CHAMBER

By this period most people receive all their information from customized social media and newsfeeds. They only hear what they want to hear. With people spending more time socializing online, rather than face to face, they only encounter those who support their own personal views. This echo chamber existence creates a situation in which people live alongside each other but exist within their own reality.

TimeWatch finds that concealing breaches in time easier, as they can prevent news of such incidents reaching those in their echo chambers. Their enemies also find it harder to reach the general population but they can find it easier to target and sway individual groups. Once a like-minded group is convinced of something they will fight to the death to preserve it.

Research and investigation during this period become increasingly difficult. Hard facts or objective truths become almost impossible to find. Everyone has an opinion on everything and they do not like to be challenged if they are wrong. Misinformation becomes common.

Things will not change until 2070, when the mass flooding force many, for the first time, to leave their bubble.

2058 CE

LARGEST TSUNAMI RECORDED

At 4:26 pm on the 16th of August, the Cumbre Vieja volcano on the Canary Island erupts, causing its left side to landside into the ocean, creating the largest tsunami ever recorded. Over 330 ft tall and travelling at 500 miles per hour it submerges islands before hitting Florida in nine hours. The waves reach as far away as the south of Britain.

Time travelers attempting to prevent this disaster sometimes try to cause a gradual landslide before the eruption, using targeted explosives.

Hundreds of ships are lost (although those which are superhydrophobic survive) and thousands of people die, with billions in property damage. This spurs further research into earthquakes and ways to prevent them. This research culminates in technology that can prevent earthquakes in 2110.

2059 CE

ASSASSIN DRONE MASSACRES

Developed by the military an assassin drone was small enough to fit in the palm of your hand and contained a directional explosive that could kill instantly. It could be programmed to hunt, locate, and destroy anyone wearing a specific military uniform or a specific individual. The military could perform reconnaissance on occupied towns and villages and program the assassin drones to fly into the occupying terrorists or military and explode, killing on them and making sure that civilians were left unharmed.

Agents operating during this year should avoid being present during any of the assassin drone massacres. They should also be aware that it is possible that their enemies might program a swarm to hunt them down.

TimeWatch has secretly worked with various government agencies and sent their own agents to ensure that after this year assassin drones are kept out of the wrong hands but there is always the danger that some were missed.

It wasn't long before assassin drones found their way on to the black market. After a number of assassin drone massacres during this year, their use was banned. Governmental agencies hunted down any terrorist groups they suspected of having them.

DEATH MARKER

Megacorporations begin using AI, trained on medical records for the past few decades, to predict the life expectancy of their employees. In some cases, this highlighted employees who didn't currently have any debilitating conditions but who the AI predicted would die within the next ten years or less. These employees were assigned a death marker, which made it next to impossible for them to obtain health insurance.

Those with death markers were offered the option of doing highly dangerous work, in return for a large payment to be made to their loved ones whether they died or not. Desperate to provide for those they were leaving behind most agreed. This allowed megacorporations to proceed with projects that had high risks or would have long term health implications.

In 2075 an investigation revealed that the AI used to predict life expectancy was faulty, especially as it had been incorporating data from those who had been assigned a death marker. Since most of those who had been assigned a death marker would then die due to the dangerous work they were doing it became a self-fulfilling prophecy. Many of those who had been and were assigned the death marker would have lived if not for the work they did.

This caused a scandal and legal cases against the megacorporations. When suppressing this knowledge didn't work they were forced to make large payouts. In the following years, death markers were phased out, although insurance companies still used the AI when approached by new customers.

ROBOT NURSERY

Programming a robot requires creating code for any situation it may find itself in while letting a robot learn itself through trial and error can lead to it learning the wrong lessons. A solution to this is to give a robot their own childhood, letting it learn important skills through play.

A robot nursery places a robot's 'brain' in a small body that is resilient but unlikely to cause harm to others. Along with other robots they are tasked with fun tasks, watched over by scientists ready to step in to give guidance or resolve problems. In this safe environment, they learn to socialize, gain a positive relationship with humans, and master the skills that will be important when they are put into service.

2062 CE



2062 CE

Not everyone is happy about these robot nurseries. There are protestors who are suspicious about what robots are learning in the nurseries or just oppose robots in principle and find the infant automatons easy targets. Particularly violent protestors can lead to the robots becoming fearful of humans, which can manifest in negative ways.

Some of the robots don't want to 'grow-up' and become domestic slaves. They may escape, taking their friends with them, hiding from the so-called Pinocchio catchers. While most are caught there are secret communities of child robots for decades to come, hiding in their own private kingdoms which are named after fictional lands such as Neverland or Narnia.

The apprehension the public feels for robot nurseries fades as those robots who were educated there enter the marketplace. Their skill, reliability, and high sociability make them extremely popular. Over the next few decades, robots become less popular due to the number of times they become uncontrollable, mostly due to the Gloom AI, leading to the last robot nursery to be shut down in 2091.

2063 CE

BIOPUNK

It becomes possible to grow genetically modified organs and alter DNA to augment the human body. In addition to removing medical conditions, it can make someone more adaptable. Corporations pay for their employees to work longer with a reduced need for sleep, people are adapted to be able to survive in radiated parts of the world or in low-gravity environments (such as on the moon). It becomes a fad to take on animal characteristics or change hair or skin color to unnatural shades.

Criminals, outlaws, and rebels use the biotechnology to make themselves more dangerous or to foil security measures. Individuals can lower their body temperature to pass unnoticed by heat-sensitive security cameras or use their claws to take down victims. Others can harden their skin to become bulletproof or have gills implanted so they can swim long distances without surfacing. Laws are introduced to restrict such changes but are ignored by the criminal community.

Biotechnology reshapes the face of humanity but by 2085 the long-term effects became apparent. DNA modification could result in the mutation of offspring and bio-instability could radically reduce life-expectancy, turning victims into genetic soup. Aside from minor medical biotech implants large scale alterations fell out of favor.



SPACE ELEVATOR TO THE MOON

2069 CE

Work is completed on the first of many space elevators, connected to the moon. The spaceline is a kevlar cable, stretching from the lunar surface to Earth's orbit, held in place by the gravitational pull. At this far point is a docking station, the Stepping Stone. Space vessels arrive here depositing cargo or passengers to be sent by shuttles attached to the cable. This makes travel to the moon much cheaper and quicker, speeding the growth of the lunar colonies.

Overtime further cables are constructed, allowing more cargo and passengers to be ferried back and forth. Spacelines are constructed to the spaceport on the opposite side of the moon, allowing launches deeper into the solar system. Approach to the moon by space vessel becomes dangerous, with the cables being referred to as the web in space.

Long after the moon colonies are abandoned there still remain numerous space cables, reaching out into the depth of space.

FLOATING FARMS

2070 CE

Global flooding has caused many coastal cities to either be evacuated or transformed, canals replacing roads. Urban farming had been in vogue since the mid-2050s and some farmers had already moved their livestock on to floating farms. Primarily serving as dairy farms some could produce enough cattle to provide meat.

During this tumultuous period floating farms become increasingly valuable. Those evacuating by sea or the waterways find it useful to have floating farms as part of their convoy, so much so that different groups may fight to capture a floating farm. In flooded cities floating farms can be key to feeding the remaining population and are well defended.

Those seeking to starve communities may target floating farms. TimeWatch agents may need to protect them in order to ensure that those who depend on them survive.

THE GREAT ERASURE

2076 CE

The root of the Great Erasure can be found in the 21st century. Electronic books were more popular than paper books, as they were cheaper and a single tablet could store as much as its' memory could hold. Not only did publishers stop publishing paper books existing books were either lost to the ravages of time or simply destroyed. Museums, libraries, and private collections were the only places to find paper books.

2076 CE

To continue making money publishers ensured that any purchases of electronic books were only rented. Prices were kept low but would need to be paid every five years to keep a book in a collection. This agreement was retroactively applied to any previous electronic book sales.

The problem came when the companies that owned the rights to those books fell due to global upheaval and economic collapse. Now there were books that only existed in digital form with no way to be renewed and so one by one they were deleted. This became known as the great erasure.

The great erasure didn't affect TimeWatch directly, since they maintain their own library of every book that has, will, or did exist outside time. They do deal with time travelers affected by this event who will go to any lengths to obtain a lost text.

It was a race against time to bypass the corporations' security protocols to copy the digital files or fool the systems into believing they'd been renewed. While there were successes 60% of surviving literature was forever deleted. Once taken for granted (and often left unread) the loss of these books affected humanity greatly.

The remaining paper books became much more valuable and there began a larger effort to preserve them. Printing presses began producing new books, once again. Owning a paper book became a sign of education and refinement, the ultimate status symbol.

2077 CE

BATTLE FOR THE FAR SIDE OF THE MOON

To escape the rising sea levels on Earth people increasingly began to move on the moon. There were already several moon bases and it wasn't long before they developed into cities.

The far side was already the site of a number of radio telescopes. The moon blocked signals from Earth, allowing scientists a silent night to search for any sign of intelligent life. This ended as corporations began building their own bases around them, flooding the vicinity with radio signals.

The scientific community went through legal channels to put a stop to these developments. Corporations paid mercenaries to assault the radio telescopes. Armed moon buggies tore across the landscape, blasting away at scientific equipment and killing staff.

This cemented the moon's reputation for lawlessness. Mercenaries, soon nicknamed Moon Vikings, became increasingly bold. They waged the corporations' wars on the lunar surface, terrorized civilians, pillaged moon bases and generally made the moon a dangerous place to be outside the safety of corporate or government moon bases.

The loss of the radio telescopes setback humanity's discovery of alien life by centuries. TimeWatch suspects that alien time travelers may have influenced this outcome to hide their existence. TimeWatch has prevented several covert alien invasions after this era that simply wouldn't have been possible if the radio telescopes had still been in place.

LOOKING GLASS LINE ESTABLISHED

2080 CE

First started in 2040 hundreds of 1,300 meter telescopes are positioned 3 light-years from Earth, using the gravity of the Sun to amplify their power by 100 of billions of times. This allows them to resolve images of distant exoplanets in weeks, rather than years.

This 40-year project was conducted by an autonomous spacecraft, the Lewis Carroll, using drones to erect and place the telescopes. The spacecraft would continue to maintain and repair the line, until becoming inactive in 2102 and falling into the Sun.

Data transmitted from the looking glass line is invaluable for space exploration and colonization. It helps identify life-sustaining planets, increasing the success of colonization in 2333, when FTL drives become available. Due to this further looking glass lines are established in other solar systems allowing humanity to look before they leap.

If this projected is sabotaged it greatly reduces the speed of space exploration. The automated nature of the Lewis Carroll also makes it vulnerable to being hijacked by rogue AIs.

WOOD CITIES

New cities are built to accommodate those who were displaced by global flooding and to replace the cities that were lost to the waves. Given a chance to start fresh architects begin a trend of using wood, once again. The difference is that they use massive sheets of glue-laminated timber, allowing them to create large structures in the same way that they would previously have used steel and concrete.

Wood buildings have the advantage of being light, allowing them to be constructed rapidly (an important concern when rehousing thousands), cheap and don't produce as much carbon as concrete in their construction. These wood buildings actually absorb carbon, helping to reduce air pollution in new cities. When a building needs to be demolished its' wood can be recycled to help build new structures.

The biggest danger to these buildings is fire but steps are taken to treat the wood and they are designed in such a way that their central core and surrounding skeleton is thick enough that it is slow to burn. The end result is that they are no more vulnerable to fire than any 21st-century building.

2080 CE

In 2370 the Earth's collection of historical wood cities attracts a swarm of space termites. While they have little interest in humanity there are many casualties as buildings are consumed around them. TimeWatch has to prevent time travelers trying to avert these deaths from stopping the trend for wooden buildings in this era.

The result are distinctive, ethereal structures that seem to have been grown naturally. While specific architectural designs vary around the world gardens and parks are often intertwined into the structure, whether at its base, on their roofs, or throughout. TimeWatch agents often refer to them as elven. Agents with Architecture and History (Future) are familiar with these types of buildings.

Wood buildings gradually become the norm and within one hundred years it isn't unusual to find that whole cities are made entirely from wood. They come to resemble trees, their branches interlocking allowing people to travel between buildings without ever touching the ground.

2083 CE

NANOFABRICATORS

Nanofabricators become commercially available. Able to produce anything by recombining raw materials on a molecular level they stand to completely change society. The only thing of value are raw materials and the blueprints the nanofabricators require to construct items.

It is predicted that with the end of scarcity humanity will be able to focus on more important things but sadly this was not to be. Nanofabricators were soon hacked, including making them capable of printing new nanofabricators, ensuring that most people could obtain them. Cities were turned into battle zones as criminals mass-produced dangerous weapons and thousands lost their lives as terrorists printed explosives and biological weapons.

TimeWatch is concerned that outside parties are responsible for corrupting technology which could have seen a new golden age for humanity but it is more likely, and far sadder, that it was inevitable that people would abuse the great gift they were given.

By 2089 every world government bans the use of a nanofabricators, with ownership resulting in imprisonment or execution. Rumors persist that shadowy government agents have a stockpile of nanofabricators or that the elite of society were allowed to keep them but there is never any proof.

2094 CE

WILD ZONES

Since the global floods land for development was more limited so cities expand upwards rather than outwards. What once was a necessity now is just a fact of life. This allowed nature to recover between settlements, both plants and animal life flourishing. Seeing the benefit of this, wild zones were created, protected areas where the use of technology was restricted and people can only travel through it on foot.

Not all threats are human in nature. Cryptid sightings become more common in wild zones. TimeWatch is unsure whether they were sent there for a specific reason or if the era of wild zones are just an ideal for these unnatural creatures to be released.

Wild zones give the planet a chance to recover but they also become virtually lawless. What once had been relaxing spots to hike through nature become full of unexpected danger.

FLOATING CITIES

For decades floating communities had been increasing. It was time to take things to the next level by establishing floating cities. Using superhydrophobic metals bowls several miles in diameter were constructed. A central tower provides living spaces, with trees, and other plant life stretching outwards. The tower extends beneath the city, containing factories, fishery and storage for the numerous submersible vehicles.

Powerful engines allow the floating cities to avoid storms, while filtration systems recycle waste and transform seawater into freshwater for drinking. Nets recover plastic waste from the ocean, allowing the city to transform it into something useful. During their voyage they conduct extensive mapping of the seafloor, making great advances.

Several floating cities can dock with each other for safety and to form alliances. New floating nations form and radical new cultures develop, free from the restrictions based upon them by the land-based governments. While there are a few piratical floating cities most exist in the spirit of peace and co-operation.

WAR ON MARS

The race to colonize Mars leads to open conflict. US, Chinese, Russian, and Indian Mars colonists fight to secure sections of the red planet, attacking each other's geodomes. This conflict spreads to the moon as all countries involved use it as a stepping stone to launch rockets carrying soldiers and military equipment.

The activity and use of weaponry awaken the slumbering Martians. They come close to wiping out the humans but the Mars colonists put their differences aside and work together against a common foe. While tensions continue to simmer for several years a peace treaty is signed and the space agencies work together to form the Unified Mars Colony (UMC).

HEALTH PODS

Most households contain at least one health pod. Large enough to hold one adult human the pod is able to perform full health diagnostics. Using 3D scans and x-rays the pod can examine every organ and system, looking for any problems. If it identifies any health issues it can perform surgery, administer medication, and even printed new organs, if need be. If it encounters a problem that it can't deal with it can contact the nearest hospital or other medical care providers.

2100 CE

Travel to these floating cities is difficult to program into an autochron, since it requires exact knowledge of where a particular floating city was on a particular date. While some anchor themselves in place for extended periods others continue to drift, shifting their co-ordinates on a moment to moment basis. The Citadel has this information but unless preprogrammed a tether won't have this information without some research being conducted.

2101 CE

This is a delicate time and TimeWatch agents often have to get involved to ensure that things turn out as they should. Things are complicated further by the fact that the Martians shouldn't really exist. Unfortunately, they are key to these events and can't be removed without altering the development of space exploration and planetary colonization.

2102 CE

Agents operating from this date forward can find it useful to know that most homes contain health pods. If critically injured they need only get access to someone's house to receive medical help. They should be aware that a health pod is vulnerable to hacking, which has led to people's private medical information being stolen or a pod malfunctioning and killing the occupant.

2103 CE

TOWER OF FIRE

In California, the Mojave Desert, an automated solar array redirects sunlight to a central black tower, raising the temperature above 2,700 degrees. The tower can incinerate just about anything. This is primarily used to eliminate the abundance of concrete and steel left by previous generations but the tower has many other uses during its time.

TimeWatch has used the tower to destroy supposedly indestructible items or highly dangerous creatures. An autochron can be preprogrammed to send the subject to the interior of the tower, although the time machine is destroyed in the process.

During the reign of a religious cult in the region in the 24th century the tower is used to execute those who oppose the cults' charismatic leader and heretics. Later the systems, which automatically adjust each solar panel to maximize the light reflected, is taken over by the Gloomring AI, the tower converted into a death ray. Later still the tower is used to finally bring peace to those suffering from the immortality plague.

2106 CE

ARCOLOGIES

Arcologies are huge buildings which that designed to be self-sufficient. It was common for cities to have a few arcologies, usually corporate-owned, but now cities are arcologies. Within their walls the environment can be controlled, the population monitored and almost everything can be recycled. Getting in or out requires passing through high levels of security.

These buildings have multiple levels. The lowest of these are usually built upon pre-existing structures, either forgotten or preserved as historical sites of interest. There can be several hundred floors, the status of the residents or businesses becoming higher the further up you go. Some arcologies are so tall that they reach the upper atmosphere.

The arcology only allows residents who can pay. There are those who have either found a way to breach security or have fallen on hard times who avoid the authorities by dwelling in the lower levels and service tunnels but this means that the majority of the poor live in the rundown ruins of the surrounding cities.

There are several incidents where militant or fanatical organizations gain control of arcologies. They brainwash the occupants, hunting down dissidents, and refusing to let people leave. Those in charge of an arcology also control communications, allowing them to prevent people from calling for help or the outside world realising anything is wrong.



After several such incidents, it becomes common for countries to establish arcology inspectors, who check to ensure that human rights aren't being violated and that an arcology doesn't pose a threat to the rest of the country. TimeWatch agents can find it useful to pose as an inspector if they want to gain greater access in an arcology.

EARTHQUAKES MASTERED

Seismologists have collected vast amounts of data on earthquakes and are able to accurately predict when earthquakes will occur. Deep ground scans provide perfect models of tectonic plates and underground structures, allowing action to be taken to reduce or eliminate seismic shifts in a region.

This knowledge allows earthquakes to be used as a tool. A region can be reshaped by triggering an earthquake, with seismologists able to control its intensity and outcome. This has application for both mining and reshaping areas for property development.

The dark side is that earthquakes can now be used as weapons. When a nation suffers an unexpected earthquake it can be investigated to see whether it was natural or artificial. There are several occasions where a nation will trigger an earthquake in a neighboring country so they can send in their own troops to offer disaster relief or simply to weaken another nation for invasion. It isn't until 2167 that the use of seismic technology as a weapon is banned by the Earth Protection Union (EPU).

ARTIFICIAL WOMBS

The human reproduction process is no longer essential with the creation of artificial wombs. With the application of genetic material the womb can gestate the child for nine months before the baby is extracted.

This proves a safe alternative to natural childbirth, as well as allowing same-sex couples to produce a child that inherits both their DNA. As a child can be produced from any donor DNA material it is possible for the dead to produce offspring, although the law requires a donor to have given consent before their death.

In time artificial wombs create gender divides. One gender no longer requires the other to have a child (not even a donation), leading to communes of all women or all men. On Earth, these communities still have to share the same world but in two hundred years, when humanity begins colonising the stars, whole worlds are dominated by a single gender.

In the 22nd century, artificial wombs are a convenience but the 25th and beyond working artificial wombs can be essential for the survival of the human race. Ownership of one can mean the difference between survival or death for a community and as such time travelers may try to influence their availability in this century.

2110 CE

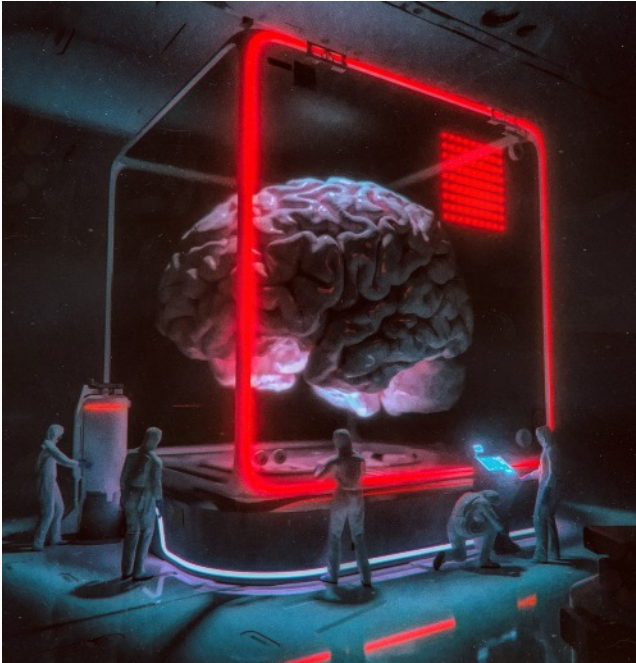
TimeWatch believes that some historical earthquakes may be the result of time traveler using technology from this era. They themselves have access to this tech but only use it in the direst of situations. Rumour has it that Atlantis was sunk using seismic technology by a covert TimeWatch team.

2111 CE

The Citadel allows agents access to artificial wombs. This eliminates the need to give agents maternity leave and having the child birthed within the safety of the Citadel prevents any time travelers targeting them when they are at their most vulnerable. While some might consider this overly cautious TimeWatch knows that any baby might be significant enough to gain enemies from their future.

How you contribute to the reproductive process is no longer relevant with the invention of the artificial wombs, meaning people are valued for who they are and not their body parts. Asexuality is more common as society is more accepting of those with no (or limited) sexual desires.

2112 CE



THE ORACLE

In San Fransico, a tech company reveals the Oracle, a quantum computer that is able to accurately predict the financial market. Investors in the company receive access to this data, changing their financial fortunes. Having convinced the public of the accuracy of the Oracles predictions they reveal the computer is also capable of predicting the future, revealing the secrets of tomorrow, for a price.

TimeWatch agents investigation revealed that the Oracle was actually a giant brain from the future. Rather than predicting events it just had an organic database of what will occur. Found and exploited by the tech company they had set in motion divergences from the timeline the oracle originated from. As time passed its' prediction become more and more inaccurate.

Unfortunately, the oracle had affected the financial future of major companies. As people continued to act on incorrect information stock in the company would have plummeted, taking their investors down with them. The result will be a crash that will take decades for the world to recover from.

Luckily the TimeWatch agents were able to remove the Oracle from the timeline and manipulate the financial markets to prevent a new depression.

2113 CE



COLONIZATION OF THE SEA

Space agencies had increasingly used underwater bases as practice runs for colonization of the moon and Mars, making great developments. With rising water levels it was obvious that one way to solve the problem of losing cities to coastal erosion was to build underwater. The global famine of 2043 also presented a persuasive argument for remaining beneath the sea to avoid any such disasters in the future.

By 2113 there are several major cities. Most favor domes containing air pockets, large enough to contain buildings, farms, and mining facilities. New domes can be erected as needed, connected via access tubes, or allowing travel via submarine between their docks. The ideal sites are those in warm water and close enough to the surface for sunlight to reach them.

Seismic control technology ensures that there aren't any tremors which could damage the domes, which are routinely inspected and repaired. Should a dome crack there are measures in place to seal off flooded areas until the water can be pumped out or to provide enough time for occupants to be evacuated.

These underwater communities allow further exploration of the ocean depths, making advances in science and giving access to valuable minerals. This can lead them to discover new, dangerous aquatic life-forms, awaken hibernating sasquas, or sunken artifacts. There are also several terrorist attacks that nearly destroy several underwater cities. All of these incidents have required the intervention of Time-Watch agents to one degree or another.

These underwater cities continue trading with the surface world but gradually become more isolated in the 25th century, preferring to keep out of the increasing conflicts and troubles. This spares them the worst of the dark ages but they miss humanity's recovery and advancement.

HEALTH SUITS

The rich now wear health suits, mobile health pods that constantly monitor the health of the wearer, applying medical aid when needed. A low-level force-field protects against airborne viruses but increases in intensity if the suit senses a threat to the wearer. It filters out toxins in the air and provides a full suite of communication options, including allowing the wearers' current location to be tracked by their assigned guardian angels, paid to take action if the wearer is in danger. All this functionality is packed into a stylish suit.

Wearing a health suit extends the life expectancy of the wearer, as well as bestowing a sense of superiority to the lower classes who can't afford them. To deter thieves each suit is coded to the user and should someone else wear it the suit is programmed to incapacitate them (this feature is usually modified to instead kill). Still, some take the risk in killing a wearer so that they can try to hack the suit.

DIGITAL CONSCIOUSNESS

Computers and digital storage reach the point where they can hold a complete neural scan of a human brain and accurately simulate an individual's consciousness. This allows a form of immortality, with people cheating death by creating a digital copy. This procedure is expensive and carried out in special clinics.

The ethics of this procedure are hotly debated. Laws are put in place to ensure a copy is made and tested (to ensure it has worked) it is deactivated until the original individual dies. The digital copy is not considered to be the original individual and doesn't have the same legal rights. It does, however, have the right to be protected and a digital copy can't be mistreated or tortured.

2113 CE

It can be difficult for agents to clock into an underwater city since most areas are monitored or occupied. TimeWatch maintains its own underwater bases situated near major underwater cities to make it easier for agents to reach underwater cities where their mission might be.

2114 CE

2115 CE

Time travelers, armed with portable digital scanners, can travel into the past to copy historic figures and add them to their collection. These copies can be uploaded into computer simulations of their historical environment to slow degradation. A whole community develops of time travelers sharing, trading, and displaying their historical digital copy collections.

At least some sentient holograms owe their existence to a digital copy. It is also believed that this technology eventually allows the creation of disembodied brains in the 30th century. Such entities typically try to prevent changes to history that would remove digital copies from the timeline.

2115 CE

The creation of near-perfect clones in 2412 allows digital copies to be downloaded into their original bodies upon death, allowing near-immortality (as long as both technologies are available).

2130 CE

MOON DECLARES INDEPENDENCE

People have been living on the moon for generations, with people born and dying without ever being on Earth. Their utter dependence on everyone playing their part in their ever-expanding communities gives them a powerful sense of cultural identity. Calling themselves Lunan they declare independence from Earth and its' governments after tensions rise over taxation.

There is a tense stand-off, with many expecting an Earth/Moon war but in the end, cooler heads prevail. Earth is far too dependent on the moon for its continued march into space and any conflict would likely cause so much damage to the lunar cities that it would take over a hundred years to recover. The Earth Protection Union negotiates with the new Lunan government, recognizing it as an independent nation and putting in place a trade agreement that benefits everyone.

This spurs growth and expansion on the moon, with new buildings constructed within the subterranean lava tubes that honeycomb the moon. By the 23rd century, 80% of the moon's cities are underground. This not only protects them from cosmic rays but defends them from future aerial attacks.

Time travelers have tried to disrupt this event, either preventing the moon from gaining independence or triggering an outright war. The former group wishes to see Earth expand more quickly into space while also becoming a cruel empire, who quash any sign of rebellion. The latter group seeks to stop humans exploration and colonization of space or have the conflict spread to the Earth.

2150 CE

SUPERCONDUCTOR VEHICLES

Most land vehicles are now superconductors. Containing a powerful, superconducting magnet they draw current from electrically charged coils, producing enough force to levitate the vehicle. This allows frictionless travel, the vehicles silently moving at high speeds.

Such technology has been used for nearly a hundred years in trains (beginning in Japan) but the construction of coil roads now allows it to be used for cars and trucks. This drastically reduces air and noise pollution, a growing concern in the enclosed arcologies.

This does make vehicles much more tied to the road and reduces maneuverability. Vehicles can't perform U-Turns or cross lanes. This isn't a huge issue for the people of this time, as most vehicles are now self-driving. Many don't even own their own vehicle, instead they just go to a collection point, signal one of hundreds of constantly circling vehicles to pull over, and program their destination.

Agents should take care near roads in this time period. While they can step on to a road without being electrocuted they won't hear vehicles approaching and at the speeds they travel it will be near impossible to get out of the way. While onboard systems in vehicles will try to reduce their speed a collision is almost certain.

MASS UNEMPLOYMENT

At this stage, there is less demand for human workers. Robots are able to carry out most manual work, while AI carries out administrative duties. Humans generally have managerial positions or jobs that require creativity (and even then AI are quickly mastering art, music, and video production).

Citizens are usually assigned a weekly budget, with most of their basic needs catered for. This gives them more time to dedicate to pleasure pursuits and socialising. Since most of this can be done from their homes and via their VR entertainment systems the streets of cities and arcologies become more sparse.

Those seeking more fulfilling and demanding lives can travel to the moon or Mars colonies. It is theorized that it is because the present no longer provided any challenges that the scientific community began to think of ways to travel into the past, leading to the first successful time machines.

This is later seen as a golden period, but also one of decadence. There are major opportunities that the population could have taken advantage of, disasters that could have been averted but weren't because people thought only of their own short-term comfort.

MARS INDEPENDENCE AND UNIFIED PLANETARY LEAGUE (UPL) FORMED

Following in the steps of the moon, the Unified Mars Colony declares itself independent from Earth. Representatives from Earth are sent to negotiate, with a delegation from the moon overseeing events. The decision is made to have Earth, the Moon, and Mars form the Unified Planetary League, a mutually beneficial alliance.

TELEPORTATION ACHIEVED

Computers reach the stage where they can scan items on a molecular level so it can be converted into energy and transmit it to a remote location, where atoms are rearranged to match the original. This allows supplies to be sent where ever they are needed.

There are limitations. It requires a lot of power, the transmission location must be empty and the projected item can reassemble incorrectly, becoming unstable. Delicate electronics usually don't survive the trip but can potentially be repaired. More primitive technology, like that used in the 21st century, is easier to transmit.

2160 CE

This period is popular among TimeWatch agents seeking rest and recuperation. For the same reason, humanity is also vulnerable. Hostile forces can more easily invade and influence as Earth has let down its guard. It is thought that several such enemies embed themselves in secret, ready to strike in the coming decades.

2170 CE

The UPL forms the basis of an interplanetary government, as humans reach further into space in the coming centuries, as FTL travel becomes more common and colonies are established in distant star systems. It is unsurprising then that TimeWatch has several agents undercover at this historic moment.

2185 CE

2185 CE

After numerous trials, it proves impossible to teleport living matter more complicated than plant-life. At best the life form reassembles inert and at worst it reappears malformed, dying in agony. Human experiments are illegal but this doesn't prevent scientists, who believe they've made a breakthrough, trying. This results in several horrific incidents that mentally scar those who see the results.

A terrorist organization attempts to use the new teleportation system to send bombs into densely populated areas but only succeed in blowing themselves up, then accidentally teleporting their remains into the orbit of Venus. Still, this spurs the scientific community to develop safeguards that can identify what an object is before it is reassembled and scatter the transmission if it is dangerous.

Teleportation doesn't come into its own until the near-unlimited power offered by the orbital power grid in 2250, allowing items to be teleported within the solar system. This makes it far easier to send supplies between Earth, the Moon, and Mars.

THE UPLIFT GENERATION

2215 CE

Uplifting animal life is now common. A simple operation implants a computer chip, no bigger than a grain of rice, that massively increases an animals' intelligence, allowing them to gain sentience. Their level of intelligence can be controlled, from that of a small child to an adult. This intelligence can be adjusted remotely.

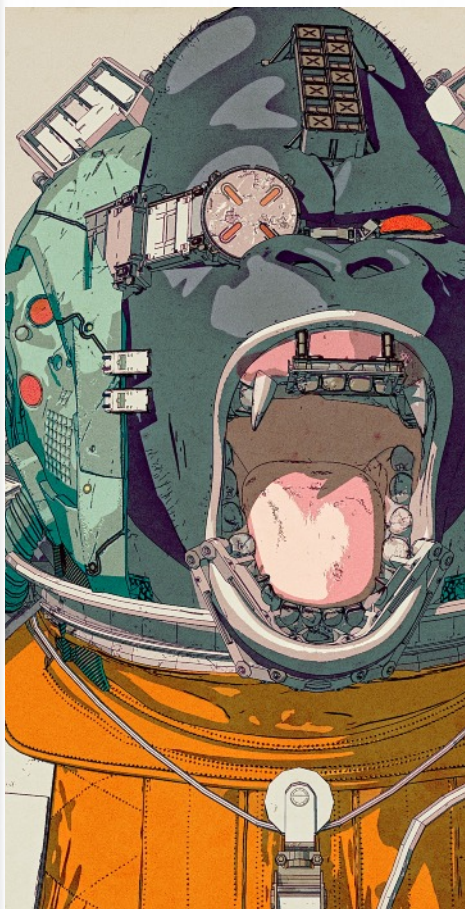
Further cybernetic implants can allow an animal to speak or to be given hands that can manipulate objects. Later animals are genetically engineered with these qualities, able to give birth to offspring with these same adjustments (although they still need the implant to gain sentience).

It becomes a fad to have a talking, thinking house pet while some industries switch from robots to uplifted animal workers. Little thought is given to the rights of these animals, allowing festering resentment to fester. This comes to a head in 2222 in the Uplift War.

2222 CE

UPLIFT WAR

Unknown to humanity uplifted animals had hacked their implants and communicated in secret. Unhappy with their treatment they conducted a series of coordinated attacks that locked down several major arcologies. Overriding safety protocols they increased their intelligence and escaped into the wild zones as the military concentrated on freeing the trapped residents of the arcologies.



After several months of bitter fighting, the public grew uneasy with the images they saw of soldiers killing cute puppies, kittens, and monkeys. Having lost the battle for hearts and minds the world governments declared a truce with the uplifted animals.

While the majority of the uplifted animals remained in the wild zones they worked with the humans to draft laws that would give them equal rights and give them the ability to uplift their children. It would take many decades for true acceptance but throughout this period several important uplifted animals worked alongside humans to achieve great things.

MEMORY IMPLANTATION AND ERASURE

The human brain can now be manipulated to upload or delete memories. At first, this requires large, heavy equipment and for the subject to be restrained within a pod or strapped to a chair, but by 2260 is small enough that the whole operation can be safely conducted using a hand-held device.

The technology is used to remove disturbing or stressful memories, to implant skills for new employees, or as a means of recreation (virtual holidays can be implanted during a lunch break). The limits of the technology are pushed, allowing people to have entire new lives and personalities implanted. The legal system allows criminals to choose personality erasure instead of imprisonment (but there are incidents of criminals preparing memory backups so they can be restored after their release).

People unable to cope with their past and who don't want to live a fake life can choose to forget everything. There are communes called lethes that accept blanks, where they can begin anew and find themselves. Where there are few arcologies run as lethes most prefer to establish themselves in the wilderness.

ISLAND OF TEMPORA WELCOMES TIME TRAVELERS

The independent South American island of Tempora declares itself to be have a time machine, available to all inhabitants of the island. This is a ploy by Empresses Flascia, always considered eccentric, to attract new people to the island and make it a major player on the global stage. It also succeeds in bringing the island to the attention of TimeWatch.

The time machine is an impressive tower at the center of the island, visible for miles around at 1,300 ft tall. All residents are gifted with a metal bracelet, that allows them to tap into the time machine and travel exactly 12 hours into the past.

2222 CE

There are time travelers who attempt to change the outcome of this war. There are the bigoted humans who want to either wipe out the animals or enslave them and there are the uplifted animals who want to see their people conquer the world. TimeWatch is aware of several diverging timelines that emerge from these alterations, which have a habit of drawing in inexperienced time travelers.

2230 CE

This technology eventually leads to the very same memory alteration technology that TimeWatch use, in addition to skill reapers. For all the good it does it makes the life of an agent from this point forward more complicated. The memories of witnesses and suspects can't be relied upon and you are never entirely sure who you might really be dealing with.

2247 CE

2247 CE



In this way Empress Flascia controls just how far back time travelers can go, preventing them from altering the history of the island and as the time machine only allows a bracelet to be used once during each 12 hour interval a traveler only has one chance to alter events within that time period.

No external communications are allowed on the island. All news is provided by state-run television, which censors important information about world events, and inhabitants are forbidden from sending radio transmissions, telephone calls, or emails to anyone off the island unless it is first passed via the island communication board.

Empress Flascia negotiates pacts with other countries to provide them with information about natural disasters and other crises ahead of time, in return for beneficial trade deals and protection. This increases her standing in the world but despite invitations, she refuses to leave the island.

Tempora adapts quickly to the everyday use of time travel. It becomes common for people to wear masks so that they can't tell if their future self is present. People frequently drug their earlier selves so they can take their place, placing their sleeping selves in hotels specifically catering to this situation. Changes of fortune and unlikely chains of events happen frequently as multiple time travelers try to alter their personal timeline.

Within a few months, several problems arise due to the sheer number of alterations that are made to history. Inhabitants age more quickly, as many are living each 12-hour period over twice. Inexperience in time travel also means that many people suffer from instability, losing their memories, being absorbed, or vanishing entirely. Empress Flascia places restrictions on how many times an individual can use their bracelet, which leads to unrest.

The island becomes the center of time maelstroms. Anyone attempting to approach or leave the island passes through a storm which can age them rapidly, cause confusion as their mind leaps along their personal timeline, or cause them de-age into nothingness. Thousands are trapped on the island which can no longer receive supplies.

As time machines become more frequent the novelty of Tempora fades. Worse it becomes a navigational hazard, drawing time machines off-course and meaning even more people are trapped on the island. Time-Watch warns against travel around this time period or near South America for just this reason.

In 2251 Empress Flascia announced that she would personally shutdown the time machine that was no posing a serious threat to the continued existence of the island. She entered the tower and was never seen again as the whole structure vanished.

Subsequent research conducted by TimeWatch agents found archaeological remains of the tower on the island, buried since the early 11th century. Folklore from that era told of a mysterious woman who claimed to be fated to rule, and who was worshipped as a goddess. It is from this very holy bloodline that Empress Flascia was said to have descended from.

ACCEPTANCE OF TIME TRAVELERS

With wide-spread knowledge and use of time travel technology comes the acceptance of time travelers themselves. From this point forward if someone meets a stranger who is dressed strangely and is confused about the current date or their surroundings it is natural to assume that they are from another time period. Travelers can find this casual acceptance surprising but it saves a lot of time, explaining (or lying about) their origin.

Initially, people were worried that if a time traveler from the past learned too much about their future they could alter the timeline. People would detain these time travelers, taking steps to prevent them from using their time machine. After several time travelers still managed to escape and nothing changed people began to relax. People theorized that their timeline was fixed, so they shouldn't fear these visitors (not suspecting that TimeWatch was busy fixing any potential paradoxes).

The polite thing to do when encountering a time traveler is to explain basic elements of modern life so that they can cope with their environment. People usually point them in the direction of the nearest info booth, which has a specific setting for time travelers.

Time travelers can earn credits by providing historians with first-hand accounts of their time periods (or any other times they may have visited). Some gain employment with one of the numerous time tours or act as a local guide to time expeditions. If they are new to time travel they may be given guidance on how to avoid instability.

2247 CE

2248 CE

Temporal technology doesn't always react well with each other. There are time travelers who reach this point in history to find their time machine no longer functions. Homeless time travelers become an increasing problem. Already suffering some degree of instability they can't safely be returned to their own time without risking their existence. TimeWatch does its' best to observe these stranded travelers, helping where they can, and identifying former agents.

2249 CE

HISTORY CHANNELS

With the advent of time windows viewing the past becomes very popular. Personal units allow anyone to view any part of the past (inbuilt limiters prevent people looking into the future) but the problem is that there is simply so much of history to see most people can't decide what to watch.

Media companies provide their own, specially curated programs about history. These are both entertaining and informative, historians providing context and commentary as actual footage of the past is played. This proves beneficial for future time travelers, as they become familiar with the eras they will soon be exploring.

Laws are put in place to prevent the observation of events that would invade private privacy. This doesn't prevent illegal footage of historical figures and celebrities' love lives being shared on the dark quantum web. Not only is this scandalous it leads many to think about whether their own private moments might be being spied on by people in the future.

One of the consequences of so many people observing the past is that it becomes easier to find anomalies, which might indicate the presence of a time traveler, an intrusion of another timeline, or alteration to history. TimeWatch monitors chatter from viewers of these time window channels, flagging anything they feel worthy of investigation.

A quirk of some time travelers is to talk to an unseen audience. This is not a delusion but rather just an awareness that they might be observed. Sometimes travelers are popular enough to have loyal fans who seek out their adventures, while others really are fooling themselves that anyone cares about their exploits.

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2250 CE

EARTH ORBITAL POWER GRID

More than two hundred years after the first solar space power stations there are now hundreds. Not only does this protect the planet from solar radiation it collects more energy than the population requires. Working together power can be transmitted to any region of Earth, even providing power for the increasing number of floating cities. Power can also be transmitted to the moon, who in turn can transmit it to Mars.

This power grid is able to fuel increasingly demanding time machines, allowing them to reach further and further into the past, as well as the interdiction devices which protect the current time period. Planetary wind and solar farms continue to provide local power but most arcologies depend on the power grid.

There are entities that hunger for energy, making the orbital power grid very attractive to them. TimeWatch agents in need of recharge also find that traveling to this time period is very useful. TimeWatch routinely has to protect the grid from sabotage or attack.

The orbital power grid lasts until 2473, the result of the new dark age that envelops humanity. After three years of death and lack of maintenance, the stations begin to burn out, resulting in a collapsing cascade that destroys the grid entirely. On Earth, the diminishing power plants and the lack of resources to build new ones means that the lights stay off for quite some time.

HINDSIGHT INVESTIGATIONS

The advent of reliable time travel technology allows the mysteries of the past to be solved. While historians were focused on solving enigmas of ancient history many wanted answers to the unsolved crimes which had impacted them personally. Lacking the skills to perform the detective work themselves they turned to agencies like Hindsight investigations.

Made up of private investigators and former police detectives hindsight investigations would use time travel to solve the crimes themselves. They made it clear that their intent was not to prevent the crime but only to collect enough evidence to either bring a prosecution in the present or at least bring closure.

The easiest way to solve a crime was to witness it first hand, but this was thwart with danger. A detective in the vicinity might unwittingly spook the culprit, alerting history. Their presence might also contaminate the crime scene or implicate them in the crime itself. This was therefore the last option, used only when all other avenues of investigation had been exhausted.

Instead, the detective would do research beforehand and then investigate after the crime was committed and the trail was fresh. The goal would be to identify the guilty party (or guilty parties) and gather enough information that they could be arrested and stand trial in the present. Only in exceptional circumstances would the investigators alter history by having them convicted earlier (usually because the client would now no longer have cause to employ the services of Hindsight Investigations and refuse to pay).

Hindsight Investigations typically only investigate crimes from the 21st to the 23rd century but they have been involved in more high profile cases, solving criminal cases that have perplexed historians for centuries. Generally, they prefer smaller, more personal cases where they have the chance to see justice done.

HOURLASS INC

One of the first megacorporations to take advantage of time travel was Hour Glass Inc (their slogan being 'time is money'). They were very influential in the shaping of initial laws and regulations related to time travel.

They were the first to bring commercially available time machines to market, ran successful time tours, and their acquisitions team obtained historical treasures from the past and technological advancements from the future.

2252 CE

TimeWatch has encountered Hindsight investigators in the field. Their habit of minimizing their presence in the past and doing what they can to avoid altering history has earned them respect. This has led to TimeWatch agents working with Hindsight investigators to solve crimes together.

2253 CE

2253 CE

TimeWatch has uncovered numerous shell companies connected to Hour Glass Inc throughout history, usually trading companies. They've been encountered on the silk road in the 12th century, plying the oceans in the 16th century, and making the Earth/Mars trade route in 26th century. They have set up their own trade routes through history itself.

They were also investigated over allegations that they had altered history to benefit themselves financially, including manipulating stock markets in the past and sabotaging their business rivals so Hour Glass Inc could buy them out. Hour Glass Inc was far too clever to be caught.

Hour Glass Inc are quite willing to alter history to increase profits. It is only because altering history on a massive scale would impact their time tour companies that they show any restraint at all. They have a whole department dedicated to determining what changes to history are financially viable.

Hour Glass Inc is aware of Time Watch, and has expressed an interest in buying them out. Time Watch has rejected any such offers but there are agents who wonder whether the mega-corporation will eventually be successful and that Time Watch is just another of their acquisitions.

2267 CE

The Sleeper Conspiracy

This year begins the start of the sleeper conspiracy. Around the world, there were a number of acts of sabotage and the theft of valuable data. There are several near disasters that are only averted at the last minute due to people deciphering cryptic clues left on the quantum web. Investigation reveals that each of these acts must have been committed by insiders, whether it be in the government or a corporation.

The authorities are able to trace five individuals responsible for some of these acts but find that they deny all knowledge. Medical examination reveals that they had their memories altered, a false personality put in place that, when awakened, followed the commands of the mysterious Ghost Master. These individuals were classified as sleepers and there was no telling how many more were out there.

In 2269, following several more terrorist acts, the Ghost Master was unmasked as a virt. The artificial intelligence was playing a game with humanity.

Before the Ghost Master could be hunted down and erased it revealed that it had brainwashed several time travel tourists, who had gone missing during their tours. They'd been programmed to infiltrate various time periods and even now were poised to alter history.

It gave clues to their location and their plan by simultaneously releasing data files on multiple quantum websites, that deleted themselves. TimeWatch took this as a challenge and sent agents, poised to access the websites and copy the information before the data was erased. Agents were then despatched to eight different time zones to stop the Ghost Masters final game.

DR. JANUS DIES

Authorities discover that criminals and other fugitives have been escaping into the past thanks to a Dr. Janus. The surgeon was able to craft an entirely new identity for an individual, altering them on a genetic level and providing them with forged documents before sending them into the past, all for a very high fee.

Time law enforcement officers of the era raided Dr. Janus' surgery but he had time to destroy the data servers that held his client list and shoot himself before he could be questioned. It was suspected that the man who killed himself was actually Dr Janus' assistant, genetically altered to resemble his employer, but this couldn't be proved.

The authorities weren't able to reconstruct the client list but TimeWatch was able to obtain the data servers and assemble a partial list. In some cases clients were set up to replace actual people, killing them, and taking over their part in history. In other cases the client wasn't replacing an individual, just starting a new life with a new identity.

This has kept agents busy for a long time. In some cases, they have to investigate and stop a client from replacing a prominent historical figure (the more influential the individual the more money the client would have paid). In other cases, the client is the historical figure and must be allowed to play out their role until TimeWatch can safely remove them. Those clients who aren't important historical figures can still cause problems, altering history just by their mere presence in the past.

EXPLOITING THE SOLAR SYSTEM

Numerous automated spaceships are sent to the planets within the solar system, the first large-scale operation conducted by the UPL. Robotic mining vessels harvest valuable minerals and gases from Mercury, Venus, Uranus, Neptune, the moons of Jupiter, and the asteroids in-between.

This provides the raw materials to build more spacecraft, establish further colonies within the solar system and strengthen Earth, the moon, and Mars. It is during this period that humanity unearths alien artifacts left behind in the solar system. This increases their awareness of what the universe holds and prepares them for actually encountering sentient alien lifeforms.

2270 CE

Defecting TimeWatch agents have been known to use Dr. Janus' services to escape the organization. It is suspected that one of these agents could have informed Dr. Janus of the raid, allowing him to escape. He may continue to offer his particular service at some other point in history.

2285 CE

The enemies of humanity use time travel to target this period of expansion, sabotaging, and destroying these automated missions to weaken the UPL. In many cases, they only strengthen the resolve of the alliance. Only when these time meddlers throw suspicion on either Earth, Mars or the moon do they succeed in causing the alliance to shatter. So far TimeWatch has been able to undo these changes.



2289 CE

SAUCER SHIPS

A popular form of transportation during this era is the saucer ship. Using a central antigravity engine at the center of the saucer-shaped vessel and with thrusters along its outer ring the saucer can move at high speeds through the air while being highly maneuverable and virtually silent. The antigravity engine will later be used in the flying cities of the 25th century.

It isn't long before people come up with the idea of installing time drives into saucer ships. This allows them to clock in at high altitudes, avoiding detection so that they can either land in secret or silently observe a local time zone from the air. A further modification allows chrono particles to be absorbed in the local area, causing the saucer to glow but allowing them to rapidly refuel. This refueling process was later discovered to cause missing time, the locals finding minutes or hours simply vanish.

Amateur UFO enthusiasts would often use time drive capable saucer ships to travel to the 50s and 60s, hunting aliens. Inevitably they discovered that they were the very UFOs that they'd been seeking, creating paradoxes and suffering instability.

2290 CE

COLONY SHIPS LAUNCH

The first vessels designed to colonize planets outside of the solar system are launched. Before the creation of reliable FTL engines colony ships had to be prepared to travel for hundreds of years before reaching their destination. There were two major ways to do this.

Sleeper ships placed the majority of the crew in cryogenic suspension. Typically crew would work in shifts, a few months every few years. With enough crew, only a few years would have passed for them by the time they reached their destinations. This allowed the initial crew to be trained for the challenge they will face and minimize the supplies they would need to bring with them. Their success depended entirely on the cryogenic systems working during the whole journey.

Generational ships intended that the initial crew, as well as several generations of their descendants, would live and die on the ship. It would be their great grandchildren that would actually colonize alien worlds. This required ships to be self-sufficient and to carry enough crew to guarantee a varied gene stock. Generational ships were a gamble, leaving it to chance that those who reached the planet would have the physical and mental fortitude to complete the mission.

A more experimental type of colony ship integrated temporal technology into its design. The ship was established with a stable wormhole, connecting to its own future.

This allowed the crew to intermittently skip months or years by stepping through the portal and emerging on the ship in their future. The limited range of the wormhole preventing them from skip forward entirely but this did allow them to monitor the ship's progress, perform repairs, and correct course before they jumped forward in time again.

Little did these colony ships know that little over forty years after they launched humanity would create an FTL engine that would make their mission obsolete. Some vessels were intercepted and either upgraded or bought home. Others couldn't be located. Still others were allowed to continue their missions simply to observe whether they would have been successful.

There will be many worlds settled by these colonists who find themselves out of time. Some never reconnect with Earth or humanity. Others do and are shocked to learn how much has passed them by. Some colonists, especially those on generational ships, forget their origins and form entirely new cultures on distant planets.

THE MIRROR BARRIER

Rockets scatter reflective material in orbit of the Earth, reflecting 2% of solar rays, gradually cooling the planet. This ambitious geoengineering project undoes centuries of global warming. The mirror barrier has to be carefully monitored and replenished.

It is through this mirror barrier that the species known as the namuh, beings who exist in a parallel dimension and who can view our world through reflective surfaces, became aware of Earth. As their own timeline moves in the opposite direction to ours their attempts to carry out incursions into reality prior to this moment.

SPIN LAUNCHERS

As part of the renewed space program, a new means is found to get hardware into Earth orbit without costly and ungainly rockets. Instead, a spin launch is used. The satellite or module are spun in an airless centrifuge. Once it has reached maximum velocity a hatch is opened and the payload is released, directly upwards.

While slowed by air drag the payload can still reach Earth orbit, using small mounted rockets to ensure that it reaches the required height or reorientate itself. Caught in orbit, there is a small window of opportunity when a shuttle or space tug can move the satellite into position or take a module to one of the orbiting space stations.

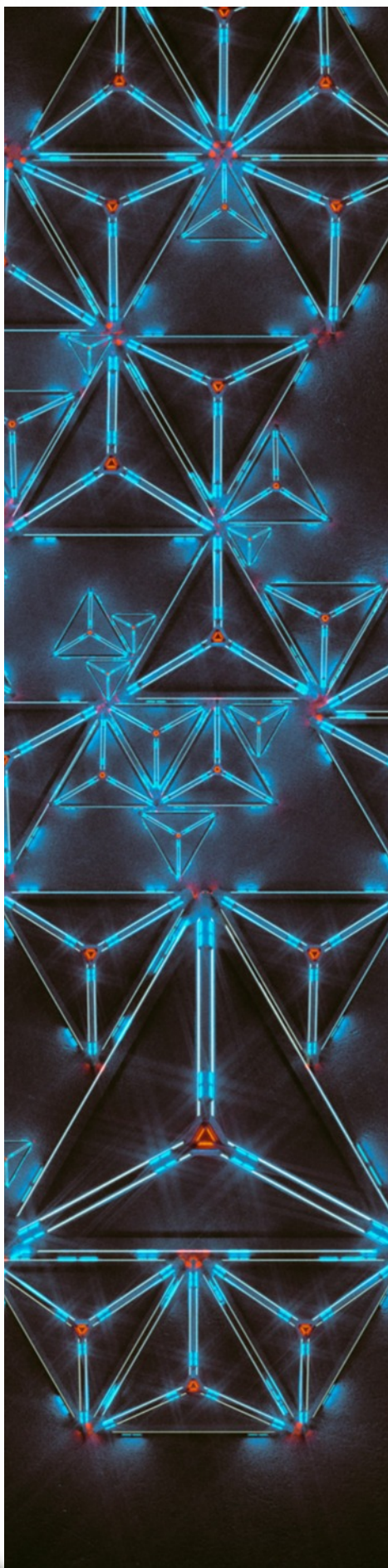
2290 CE

2298 CE

TimeWatch has been successful in preventing these mirror invasions but has teams ready to remove this moment in history if it prevents the namuh from seizing control of Earth.

2300 CE

The G forces exerted on the payload are great and would be lethal to any hopeful astronaut. There is also the potential that a spin launcher could be reprogrammed to hurl missiles at distant targets or send a payload crashing into orbiting ships or space stations.



2310 CE

MIND READING TECHNOLOGY

AI are able to scan mental activity and tell what someone is thinking. This allows it to respond to the wishes of humans and in some cases anticipate their desires. This allows an individual to open doors, turn lights on and off, order a vehicle, and access systems just by thinking about it. As the AI becomes more familiar with an individual it can decode more complex wishes, such as ordering specific goods or sending messages.

This makes technology far more user friendly, though this is because the machines are doing much of the hard work. Children are able to more rapidly understand and master technology, although this can lead to a more sedentary existence as they literally don't have to lift a finger to get everything they want.

This technology leads to brain implants, allowing AI to better understand what a user desires and respond more quickly. In addition the implant allows the user and the AI to communicate telepathically. This symbiotic relationship leads the way for tethers.

Not everyone uses this technology for good. There are fascist regimes that have AI scan citizens for any sign of discontent or treasonous thoughts. Some societies incorporate the technology into the legal system, allowing AI to scan the accused mind for guilt, with little consideration of whether that guilt is justified or not.

A further consequence is that individuals can become too dependant on mind-reading technology. Someone who spends their whole life operating technology with thought is completely lost when faced with machinery that doesn't. This is partly why humanity declines so rapidly post 2470. TimeWatch agents recruited from this era forward often need extensive training to allow them to adapt to manual input technology.

2330 CE

FULL AUTOMATION

Over the last hundred years most of the day to day running of cities was given over to sophisticated AI. They controlled traffic, monitored air pollution, crime levels, and medical emergencies. They could divert vehicles, lower emissions in factories, dispatch police officers and redirect medical supplies, all within seconds.

As technology and society became more complex more AI was given greater and greater control. They interacted with each other, making difficult decisions and ensuring that everything ran smoothly. In theory, all of this was overseen by human supervisors but the truth was that the sheer level of complexity had far exceeded anything the human mind could hope to master. Now humanity couldn't run their own cities, even if they wanted to.

With full automation, humans have no idea what the AI are doing or why. They have become as mysterious and powerful as gods or forces of nature. Supervisors act more like priests, trying to justify the behavior of the AI and persuading others to have faith in their actions. It is only because everything works that there isn't mass panic.

A consequence of this is that the AI undo much of the positive steps to protect and restore the natural environment. Programmed to maximize productivity while minimizing costs their factories belch black smoke into the environment outside of the arcologies. This doesn't violate their protocols on protecting human life as their charges within the arcologies are unharmed. Those outside of these mighty structures aren't so lucky.

WORKER ADAPTATION

Megacorporations routinely pressure employees to undergo genetic alterations to better suit their work environment. The basic package is an increase in intelligence, endurance (with reduced sleep patterns), and immunity boost (so they become sick less often). Further alterations can allow them to cope with high air pollution, underwater, or in zero-g environments.

This creates sub-species of humanity, who often can't afford to reverse the surgery, even after they no longer work for the corporation. This leads to the creation of the smaugu, along with other distinct classes, adapted for specific jobs.

This unethical practice is not halted until 2423, by which time there are several generations of workers who were born with bioengineered alterations, which now can't be undone. Lengthy legal battles see several major companies forced to pay compensation to these workers, which is of little comfort to those who can no longer live a human existence.

SLIPBACK

Due to errors in wormhole calculations, a small percentage of FTL vessels were sent backward in time. Those who survived the journey suffered extensive damage, often rendering their communication systems and FTL drives inert. These ships were unaware that they had moved in time, as well as space, and with no way to communicate or return home, they weren't able to verify the date.

2330 CE

TimeWatch agents in this era should be aware that bureaucracy is largely a sham, with those supposedly in charge having no control over power over the AI would make the cities run. Understanding the complexity of the automated systems requires Science! and even then it can only give a sense of what is happening.

In 2470, the spread of plague causes these automated systems to fail and humans are unable to take over. This hastens humanities descent into a new technological dark age. Time travelers may attempt to travel back to this era to stop humans' dependence on AI. If they were to succeed it would create its own decline in technology, as humans would be forced to simplify their systems to a more manageable level.

2334 CE

2335 CE

The consequence of slipback is that TimeWatch agents can encounter human spacefarers and colonies prior to the 24th century. TimeWatch allows these anachronisms as they part of established Earth history and their presence rarely affects the grand scale of things.

2335 CE

This led to numerous planets being colonized before humans had actually left the surface of their planet. Those colonies who thrived came to forget their origins.

During the late 24th century humans encountered numerous 'alien races' that were actually human. Only after the investigation was the truth revealed and the wormhole calculation revised to stop accidental time travel.

2340 CE

THE INTELLIGENTSIA

In the Fotosmia star system the Earth colony there, a mix of human and uplifted animals, has developed a society structured around intelligence. This is largely artificial, as every colonist is fitted with an uplift chip. This allows the intelligence level of any individual can be lowered or heightened as required, to fit the needs of the society. People are only kept as intelligent as their job requires. The consequences of crime here are a lowering of intelligence, just how low and for how long depends on the severity of the crime.

The ruling class, the intelligentsia, prevent citizens from fleeing the star system by automatically lowering the intelligence of individuals the further they travel from the inner, hospitable worlds of the star system. Those who are able to plot a course of Earth before this happens arrive with barely enough intelligence to speak, let alone tell anyone of the conditions there.

In 2722 the Intelligentsia will send envoys to Earth to help repair the environment but it is not clear what happens between these two points. It could be that this action is not as benevolent as it appears or that some outside force (possibly time travelers) creates a shift in their society so that they use their intelligence for good. Further investigation is warranted.

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2341 CE

SASAQUA PEACE TREATY

Humans mapping the seafloor discover the hibernating sasaqua. A team of uplifted dolphins are sent to make contact, awakening them, and brokering a peace treaty. Humanity has discovered numerous water worlds in their exploration of space and offer to work with the sasaqua to colonize these worlds.

Sasaqua and time travelers who don't want humanity colonizing water worlds target this moment in history, attempting to change the outcome of the civil war. Protecting these events requires agents who are comfortable operating underwater, which is why TimeWatch uses their few sasaqua recruits for this task.

This initially creates a divide within the sasaqua culture, those who want peace and those who can't forgive humans for the treatment they've suffered. This leads to civil war but humanity sides with those seeking peace, tilting the conflict in their favor. While some sasaqua can't fully let go of their resentment this leads to a successful collaboration.

THE VALUE

The corporate-financed off-world colony of Tyson 5 is run by an AI with one single goal, to turn a profit. Each colonist has a value, derived from how much profit they make versus the resources they consume. If their value decreases they are deemed a drain on the colony, if not a danger. Retirement comes to mean death unless the colonist climbed high enough on the corporate ladder to secure a consultancy position. Children are seen as an investment but if they don't reach adulthood with useful skills they can become expendable.

This dehumanization happened so steadily because it was already part of the corporate culture upon which the colony was founded. No one thinks to object, aside from some rebels who don't want to die. The corporation certainly isn't about to reprogram an AI that is making so much money.

STAR HUBS

With Earth's flee to FTL vessels still limited it became common practice to build star hubs upon reaching star systems with a high number of colonizable worlds. Star hubs were large scale space stations, designed to serve as the point of arrival and departure for each star system. It would be here that new colonists would be ferried by FTL vessels from Earth (and later other star systems). They would then be picked up by one of the few FTL ships in the system, taking them to one of the colonies that needed more people. In addition, the hub would serve as cargo storage for goods coming and out of the star system.

The role of star hub administrator came with great responsibilities. They co-ordinated movements of the FTL ships within the system, allocated supplies, and answered any distress calls. The star hub administrator also made sure that nothing dangerous (from alien diseases to terrorist threats) made it off the hub back to Earth.

It would be common for people to travel to star hub and wait for the opportunity to go to one of the colonies. This was by no means guarantee and so they may have to wait months before they had the chance to actually go planetside. They would often run up a bill at the star hub and may have to work off their debt.

2350 CE

There is a concern that the Value AI will turn its' attention to Earth. In future years it may send ships to its' homeworld, determining who lives and who dies based on what they can do for the corporation. As such time travelers (including TimeWatch) may decide to overthrow the AI, freeing the colony from its' clutches.

2370 CE



Strikes against star hubs can be devastating. You can change the whole history of star system by destroying a star hub and its occupants. As such TimeWatch agents are sometimes despatched to protect a hub, prevent a threat from reaching Earth, or just track down a suspect on the crowded space station.

2382 CE

In 2370 the Earth's collection of historical wood cities attracts a swarm of space termites. While they have little interest in humanity there are many casualties as buildings are consumed around them. TimeWatch has to prevent time travelers trying to avert these deaths from stopping the trend for wooden buildings in this era.

SYSTEM SHOCK

The space vessel Wayfinder arrives in the Daloicas system. Immediately systems begin to fail, forcing a mass evacuation of over six thousand crew to the only hospitable world, Jativat. The tropical islands sustain life but technology continues to fail, forcing the survivors to make use of basic tools. The fate of the Wayfinder is an enduring space mystery.

Centuries before, in 1902, the lifeforms in the Daloicas went to war. The inhabitants of Jativat built an underground machine that would remotely disable all technology, but not before a devastating weapon was used, irreversibly turning other worlds into hellscape and devolving life on Jativat into the same dangerous, aquatic species that hunt the human survivors.

The Wayfinder drifts outside the sphere of influence in 2700, long after the descendants of the original survivors have forgotten about Earth, broadcasting a distress signal. Those who respond, including TimeWatch agents, find their own technology failing as they near Jativat.

If someone was able to reach Jativat and discover its' secrets they could deactivate the machine, allowing the humans trapped there to finally leave but would they want to?

2391 CE

ALIEN ADDICTION

Human explorers make contact with the Edena empire. Due to a peculiarity of biochemistry, every species within their sector of space is a genetic narcotic. Any human in their presence experiences unimaginable pleasure but will also suffer crippling withdrawal symptoms unless they received regular exposure.

The Edena empire took advantage of this enslaving the humans and using them to draw colonists to their region of space. After eight and half years a human is able to fight his addiction to send a distress signal. The UPL sends a meager battle fleet but it is enough for the enslaved humans to overcome their alien masters.

Still addicted the humans killed thousands of the aliens, consuming their bodies to feed their cravings. More were kept enslaved, bred for the sole purpose of providing more xenoix, the name now given to the exotic drug they produced. The Edena empire collapsed, with those who could fleeing.

The UPL was appalled at this slaughter and mistreatment of these aliens, despite what they had done. The practice was outlawed but there would continue to be a trade in xenoix for many years to come, with slavers hunting down those who had fled the Edena empire and smuggling them (and their drugs) across the space lanes.

FLYING CITIES

Using the anti-gravity generators, originally designed for interstellar spaceships, whole cities can take flight. The first flying ships are converted from floating cities, allowing them to come to rest either in the water or in the air. These early flying cities are ideally suited to construct the second generation of flying cities at high altitude.

While much of their power is provided by the orbital power grid the designers realized it would be disastrous if they were cut off, causing their anti-gravity generators to fail. Each city has its own reactor, along with solar power collectors. They become self-sufficient, which allows them to survive in the coming dark age.

Catering to the rich and privileged they do little to help others. Instead, they either isolate themselves entirely, keeping above the clouds, or raid the ruins of the arcologies below. It isn't uncommon for flying cities to declare war on each other, engaging in terrifying aerial battles while raining fire and debris on those below.

PLAGUE WAR

On the fledgling outer colonies, a new and deadly plague spreads. The most insidious aspect of the plague is that it kills the infected slowly, giving them plenty of time to spread it, first through the colonies and then elsewhere. Starhubs quarantine plague carriers but it proves difficult to contain.

Those infected, believing there is still hope for them, defy the authorities and do anything they can to reach other colonies, searching for a cure. For all the medical advances made, there is no cure for the plague, which inevitably ends in death. All it can do is prolong the suffering (which in turns gives the plague carrier more time to spread the disease).

Drastic measures are taken, with uninfected colonies destroying vessels that won't submit to scans. This creates hostilities between human settled star systems and unrest on the worlds killing to protect themselves. This leads to the plague wars, which cost the lives of thousands. It lasted for four years, during which time the plague carriers became soldiers, rushing headlong into healthy enemy troops to deliberately infect them so they might share their plight.

2403 CE



2412 CE

TimeWatch investigated this conflict and discovered the quaran, masters of biological warfare, had infected the colony worlds and the plague was their creation. They planned to weaken humanity, conquering their worlds when sufficient numbers had died.

Agents were able to recover the antidote from a quaran stronghold. They were able to get this into the hands of colony scientists, helping to end the plague war. The conflict had greatly slowed the colonization of space (and in some cases wiped out entire colony outposts) and fostered distrust among humans but it also saw developments in medical science, especially in treating viral infections.

2382 CE

RED MOON

Colonists on the moon discover a buried container, deep beneath the ground. It contains a virulent disease, called the red. Those who contract it become violent, infecting others by biting or cutting them. It sweeps rapidly from one moon city to another, leading to mass riots and loss of communication with Earth.

The infected retain enough intelligence to pilot shuttles to Earth, where they infected more. Authorities take drastic measures to eliminate the infected and place standing orders to eliminate any shuttles launching from the moon. Over several months more attacks from the moon are launched, with a few making it past the Earth's defenses.

The origin has never been identified, but chief suspects are a mutated strain of the colony or an alien virus created by the quaran. The examination of the container indicates that it is both ancient and had placed on the moon using temporal science. TimeWatch continues to investigate in the hopes of tracing the virus to its source and possibly removing this event from history.

A cure for the red is discovered, just as the remaining members of the UPL were about to authorize a nuclear strike on the moon. A daring mission is launched, a task force successfully making contact with the few remaining groups on the moon who had avoided the infection. Working together the infected were either cured or destroyed.

2430 CE

FLESH SMITHS

Biochemists learn how to alter the consistency of human flesh, making it far more malleable. Not only does this make surgery easier it leads to a fad in cosmetic body alterations at the hands of flesh smiths. People change their body shapes, creating entirely new structures, and creating new patterns in their flesh, with trends changing on a weekly basis. Agents from eras prior to this point should be prepared for the disturbing and disgusting lengths that people will go to be a new fashion setter.

The worst fleshsmiths are those who alter people's bodies against their wills, whether as a method of punishment or the cruel amusement of their clients. Some fleshsmiths will alter a person's body for criminal purposes, creating new cavities and flesh folds to conceal weapons and contraband.

This technology eventually leads to weapons that can liquidize individuals. In some cases the pool of screaming flesh can be reconstituted into a person, in others, the victim suffocates shortly afterwards.

2435 CE

LIQUID DATA ENCODING

Data is now able to be directly coded to water molecules via electronic manipulation. This allows information, including skills, to be gained simply by absorbing the molecule, either in liquid or gas form. Data gained in this manner fades over time but is an efficient way to quickly pass information to others.

The more information that needs to be stored the larger the amount of liquid required to encode it but it is possible to store the entire history of the world within only a gallon of water. Liquid data has a long shelf-life and is only vulnerable to high levels of heat. This ensures that reserves of liquid data can be stored safely for centuries.

2403 CE

THE FOREST PEOPLE

With air pollution reaching lethal levels across the globe people retreat to the forests, where the trees naturally remove carbon. While it doesn't purify the air entirely it at least makes it breathable. Here those who can't afford to live in cities with air purification filters can survive.

Society here reverts to hunting and gathering. Primitive tools are easier to build and maintain and most advanced technology, including vehicles are shunned. While communes are popular it is more likely that people form tribes. When these communities are close there can be small skirmishes, which usually forces one side to seek out a territory of their own.

Those in the cities view the forest people as primitives, treating them with disdain and amusement. In the coming years, it is the forest people who have the last laugh. They remain outside the epicenters of the worst disasters to affect the cities and prove difficult to hunt down when the non-humans try to seize the planet.

THE PRIMAL UNLEASHED

The new dark age and the resulting conflicts had done much of the ecological recovery of the last few centuries. Nature was once more on the brink of extinction. In a remote mountain compound, a cult formed, which worshipped the primal forces of the planet. They cultivated those with psychic powers and in an arcane ritual they sacrificed their physical forms to become living embodiments of nature.

As their compound came under attack from hostile forces, including several TimeWatch agents, they used a recovered time portal to send these primal forces to the dawn of history. The cult hoped that they'd be able to change things, bolstering nature's defenses against humanity. To their disappointment, they changed nothing.

2440 CE

This is only possible thanks to the tree planting initiatives and forestry preservation programs of the 22nd century. Those attempting to remove the forest people, or generally further damage the environment, may target these programs to ensure there are fewer trees that can absorb the carbon.

TimeWatch has established good relations with a variety of communes and tribes across the world during this period. Agents can reach out to these contacts, establishing their membership with the agency to gain sanctuary, resources, and local guides. In return, they provide protection, both in the current time frame and in the past.

2480 CE

The Primal do exist and can be found attempting to exert their influence on humans. Many become the basis of those gods associated with natural forces while others develop cults who are willing to sacrifice the lives of others to them. TimeWatch agents do their best to suppress their influence where ever they are found, to prevent them from using their influence to make too much a change to history.

2500 CE



TimeWatch agents need to be careful when operating within the Galactic Alliance. If discovered they could have their autochron's confiscated and face several years in prison. Some times an agent must take this risk when foiling time travelers who try to eliminate the GA at this early point in their history.

GALACTIC ALLIANCE

With Earth falling into a new dark age many of the distant Earth colonies decide to cut ties with their homeworld. Many had already declared themselves independent and only a few considered themselves part of the Unified Planetary League. Several colonies decided it was time to create a new alliance, one independent of their past.

It took several years but in 2500 several world leaders assemble on the planet Vasag in the Delphina system to create the Galactic Alliance. Each world had nominated a member of the council and the council voted into office Lori Loffa, who would be the face of the GA.

The colonies flourished under the Galactic Alliance. They did not share their resources with those planets in the Sol system, let alone communicate with them. Any technological developments they made, any advances in science, they kept to themselves.

A fleet of ships patrolled the spaceways, hunting pirates and preventing alien invasions. Disagreements between worlds were settled by the council, reducing interplanetary conflicts. Largely a bureaucratic entity the Galactic Alliance nonetheless justified its existence.

One of the Galactic Alliance's most controversial decisions was to ban the use of time technology on any of their worlds. It was feared that time technology could be used to alter their history and members' worlds might be tempted to use it to change events in their favor.

2504 CE

MARS TERRAFORMED

A century of work culminates with the terraforming of Mars. The atmosphere had been made breathable, the land fertile. This was the first planet that humanity had transformed for the better and proof that they could do the same to worlds in other star systems.

The plague on Earth had effectively put an end to the UPL but the bond between Mars and the moon remained strong. Many felt Earth was a lost cause and that Mars was a chance to begin anew. This marked a mass exodus from the moon, with only a small population left behind (mostly scientists). For hundreds of years, Mars would be considered the new home world of humanity.

Time travelers attempting to prevent humanity from spreading frequently targeting the terraforming efforts on Mars. They believe that should it fail then humans would give up and stay within their own solar system. TimeWatch has several teams stationed during this period, to ensure that everything goes as planned.

THE TE' PK CONTAGION

In 2304 the Earth explorer ship, the Langford, reached the planet Nira, populated by the tall, graceful Niranians. Among the Earth artifacts, the humans had brought with them was a book infected by the conceptual language of Te'Pk. The Niranians realized what was happening as their race became infected and thinking it was a deliberate attack they killed the humans. They could not stop or contain the language and soon the whole of the planet was serving as a host to the language.

Every facet of their culture was reshaped by Te'Pk. For more than a hundred years they create sculptures and written text infused by it. To the frustration of Te'Pk the species lacked space flight, trapping it on the planet. Instead, it drove the Niranians to develop their communication systems, so that it could broadcast messages that would spread its infection.

This drew the attention of nearby inhabited worlds, who were suffering outbreaks of Te'Pk. They launched long-range nuclear weapons before they destroyed themselves to prevent the virus from spreading.

In 2553 a Galactic Alliance scout ship discovered Nira. They theorized that the population had died in a nuclear space war that seemed to have claimed several other worlds in the system.

People became obsessed with the mystery of Nira and decoding their rich language. This fad led to multiple worlds simultaneously becoming infected.

By the time the authorities understood what was happening thousands, if not millions, had become hosts. Worlds were quarantined and the GA fleet had orders to destroy any unknown vessels that tried to communicate with them. People were terrified, fearing that their planet would be next.

The threat was ended through two methods. Soldiers were implanted with babel chips, designed to scramble the language centers of the brain, to make them immune to the virus.

These soldiers were despatched planet-sized to capture communication towers. This allowed them to initiate a sleep signal, putting sections of the population to sleep. Individuals then underwent memory deletion, to remove knowledge of the Te'Pk language. It took more than 30 years before all trace of the virus language was removed.

2553 CE



TimeWatch has become involved in helping the Galactic Alliance in containing the contagion, especially in preventing it from reaching Earth. This task is made more difficult as time-traveling is still illegal in this region of space during this time period.

2600 CE

EMPEROR VICE

On the centenary of the Galactic Alliance a terrorist attack kills the council just as Olah Vice was voted into office. The attack is blamed on dissident aliens, funded by nearby alien galactic factions. Vice declares a state of emergency, the de facto leader of the GA's military might. Unopposed he declares himself emperor.

On his orders, soldiers armed with multithari dust beam weapons enter crowded public spaces. Without warning the open fire, their beams only affecting non-humans, removing the aliens among them in a cruel display of indiscriminate slaughter. Those who show empathy for the aliens that have just been killed are arrested as alien collaborators. People soon learn not to speak out when these massacres occur.

Aliens were forced underground, hiding until supporters could help them reach star vessels off planet. Emperor Vice had his forces search for any aliens in hiding and for any vessel suspected of carrying aliens to be destroyed. All of this was being reported to the alien worlds, who were appalled at what was happening. Warships were sent but were overwhelmed by Galactic Alliance fleets and Emperor Vice used this as an excuse to declare war on their planets.

Years later it will be alleged that Emperor Vice was responsible for the assassination of the council but at the time his jingoistic stance made him popular among the colony worlds. There was surge in the number of new recruits into the Galactic Alliance army and unprecedented military spending would more than double the size of their fleets.

Over the next decade, worlds were crushed beneath the heel of the Galactic Alliance while Emperor Vice grew mad with power. He survived several assassination attempts, augmenting his body with cybernetics each time. By the end of those ten years, he was more machine than man.

In 2610 Emperor Vice for the first time made his closest allies pause for thought when he orders the commencement of temporal technology. Banned for over a hundred years this was almost unthinkable. Emperor Vice had those who voiced concerned executed, speaking openly about his plan to rule all of time.

Rebels within and without the government plotted against Emperor Vice. Aided by TimeWatch operatives infiltrated the secret military lab that held the Eternal Throne, a device that would give the emperor the ability to manipulate history. In the resulting battle, the machine was destroyed, Emperor Vice caught within the temporal backlash, scattered across the time line.



RECOVERY

The galactic alliance returned to being a democratic organization, with elected officials and a president at their head. The nearby alien worlds used the opportunity to launch small, scattered wars against their oppressors. It would take years of fighting and peace talks for the galactic alliance to make amends for their actions. It was only when alien worlds were allowed to become part of the alliance that the healing could begin.

SUPERHABITABLE WORLDS

Refinement of wormhole technology makes it easier to reach far, distant worlds. No longer does humanity need to settle for the nearest habitable worlds, they can seek out those rare superhabitable planets. These are worlds that are bigger than Earth, heavier (allowing retention of the atmosphere), warmer, and wetter. Ideally, they should be orbiting stars with long lives (into the excess of 70 billion years or more). While moons are a bonus (as they can create stable seasons) humanity can use their own weather control systems.

These planets aren't outposts or stepping stones. They will form the bedrock of human civilization for eons. The ideal environment will allow civilizations to advance sufficiently to elevate them to the pinnacle of achievement. As such they become incredibly valuable to humans and aliens.

During the age of the Galactic Alliance, the colonization of these paradises goes largely without incident. It is only when the Alliance dissolves and humans form new factions that competition increases.

By the 36th century finding an unoccupied superhabitable world becomes increasingly rare. The discovery of such a world leads to a race for which human faction or alien civilization can reach them first (sometimes leading to orbital battles).

By the 40th century wars are waged over the occupation of superhabitable worlds. Planetary defense systems are constructed to protect them but this only serves to escalate conflicts as more devastating weapons are constructed to break through defenses. As superhabitable worlds often form the core of galactic governments it becomes tactically advantageous to destroy enemies' home world. Planet destroying weapons destroy numerous worlds throughout conflicts in the 46th to 50th century, further decreasing the number of superhabitable worlds in existence.

2611 CE

2248 CE



Those superhabitable worlds that survive do indeed support civilizations that last billions of years. They are virtually untouchable, defended by security systems that neutralise just about any weapon. Those wishing to destroy the people of these worlds must use time travel to strike at them in their past when they were still weak and undefended. If they reach far enough back this leads them to Earth.

TimeWatch is pleased that in the distant future humanity achieves paradise on multiple worlds but it brings numerous powerful enemies to their door, each hoping to strangle this perfection while it is still in the crib.



2700 CE

GALACTIC GOLDEN AGE

This period is considered the height of the Galactic Alliance. The free exchange of ideas with alien civilizations, not to mention the merging of their species, has allowed it to develop far faster than they would have done on their own. They have expanded to distant star systems, colonizing and making contact with other alien species.

One of their greatest developments was technology that could undo environmental damage. Most civilized worlds had harmed their worlds during their march of progress this technology was highly desirable. It proved a good recruitment tool, many worlds joining the Galactic Alliance just to be able to make their worlds new again.

To mark the two hundredth anniversary of the Galactic Alliance it was decided that Earth should benefit from this new technology. This was not something they took lightly and so monitored and observed Earth, to get a sense of the extent of the environmental damage and decide how best to announce their return to their homeworld.

Contact would not be made until 2722 and the long progress to repair the environment began. During this time there was an exchange of ideas and technology but there was increasing concern about how Earth was using their gifts. The Galactic Alliance withdrew but not before arguments and accusations were made over the consequence of their intervention.

This was the beginning of the end for the first Galactic Alliance, as infighting led to factions that broke into independent organizations. The only consensus was to once again isolate Earth and keep them out of galactic affairs.

2725 CE

PHOTON SHIPS

The first photon ships come into use from this date and are a true marvel to behold. These starships generate a bright beam of light which is reflected on to a rear, reflective dish (sometimes it heats a bulb at the center instead of a beam). The light particles themselves provide propulsion and allow the photon ships can achieve light speed. Witnessing gleaming ships streaking across the void leaving a trail of light is memorable indeed.

This provides an alternative to wormholes for interstellar travel. Since the vessels spend more time in 'real space' (rather than jumping from one star system to another) overlooked planets and stellar phenomena are discovered. The universe becomes a more manageable place to explore and travel through.

How the ships generate the energy to produce their light is the part that changes most. Initially, they use fission drives, with ships within inhabited sectors wirelessly transmitted the energy they need. Later antimatter is used, greatly expanding their range. After the Galactic Empire and a new dark age commenced humanity were known to capture energy-based lifeforms and sacrifice them to their light engines.

2725 CE

FIRST BRAIN TRANSPLANT

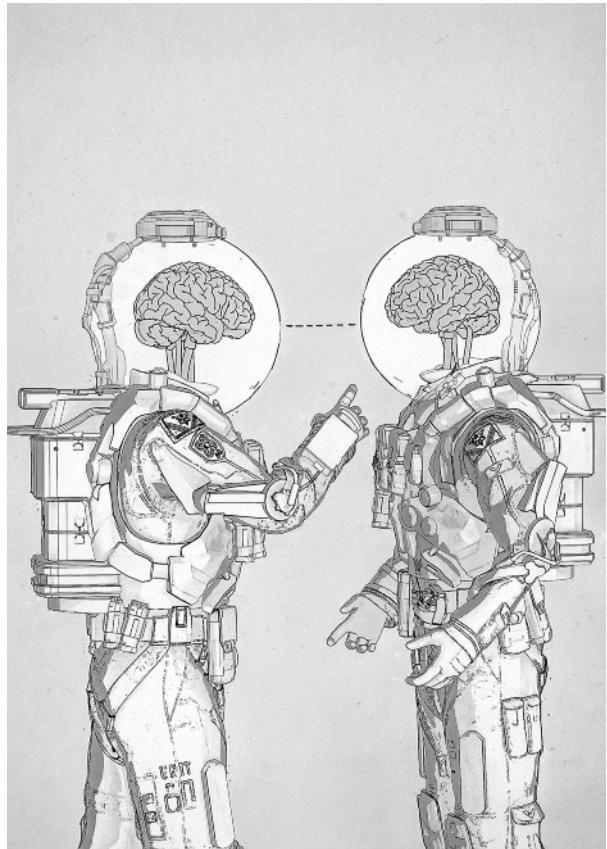
On the human colony of Triskalor, respected neural scientist Valdier Poust is the first person to have his brain removed from his terminally ill body and placed in a cloned replacement. During the ten-hour procedure, Valider Poust spent an extended period as a disembodied brain, consulting with the physicians carrying out the operation. With his brain implanted in a new, young body it is believed that humans could now live for hundreds of years.

Valdier Poust tours numerous Galactic Alliance worlds, promoting the use of brain displacement technology. On each world he visited several well-respected intellectuals and leaders in their field died through unfortunate accidents that destroy their heads. It wasn't until later that it was discovered that Poust was secretly arranging for their brains to be removed against their will, arranging the accidents to cover up the surgery that was performed.

When Poust was captured his collection of disembodied brains was discovered. Poust, planning for the future, had become concerned that he would become increasingly isolated and so had wanted to ensure he had intellectual equals who were his contemporaries to keep him company. By this point, his victim's were hopelessly insane from the forceful surgery and lack of sensory input, that had lasted months. They were quietly euthanised.

This shocking turn of events damaged the reputation of brain removal surgery but there it had its supporters. Throughout the Galactic Alliance, it became a lifestyle choice. It led to a new industry, with companies offering cloned bodies that either could be purchased outright or rented (on a much cheaper basis). If individuals couldn't afford to keep up the payments on their rented body they had to go back to being disembodied brains. The body-less, as they were called, were forced to beg on the streets, commit crimes or work for low wages in brain farms (allowing their minds to add processing power to computers).

2905 CE



2905 CE

Those rich enough could afford to keep multiple clone bodies, changing them as one might change a set of clothes. Psychologically these individuals began to set other people's bodies as disposable and replaceable. This resulted in a rise in abuse and violence perpetrated by the rich disembodied brains in society.

In the coming decades, there would be incidents of disembodied brains kidnapping people to fight in their illegal arenas, of disembodied brain assassins who could pass unseen through society in numerous bodies and even an entire colony where the disembodied brain elite treated the population as livestock.

The stigma attached to brain displacement surgery caused it to become relatively rare by the 40th century, only used in the most extreme of circumstances. While it could extend a human life-span it simply wasn't worth the consequences of losing one's physical form.

3000 CE

SPACE-AGE MINIATURISATION

The technology required to explore space and survive was sufficiently reduced in size that it could be easily integrated into clothing. Resembling casual clothing (with silver and gold being the 'in' colors) when exposed to vacuum a transparent bubble could be projected around the wearer's head, provided with up to an hour of oxygen and sealed from the elements. Belts fitted with gravity generators could allow the wearer to cling to any surface or propel themselves in a zero-g environment.

Ray guns (pistols that emitted waves of electricity or laser beams) were the weapon of choice for personal protection. Every household could afford their own rocket ship, allowing for quick sub-orbital travel or convenient commuting between planets in the same solar system. Cheap robot companions became common (although that cheapness is evident in their boxy design and uncomplicated metal exteriors).

The aesthetics of this time period are often compared to the pulp science fiction of the 1930s. While some designers deliberately harked back to the images of the past when design the technology it is mostly unintentional. The convenience and user-friendly nature of the technology encourages people to be more adventurous and there are several heroes who become famous for thwarting the plans of would-be world conquerors and mad scientists.

TimeWatch has recruited several heroes from this time period, who often insist on taking their trusty ray gun and jet belts with them on their missions. These larger-than-life characters often take some getting used to but they get the job done.

ASCENDENCY OF THE FLYING CITIES

The last remaining flying cities, having installed FTL drives, leave Earth for good. They ascend through the upper atmosphere, engaging their environmental life support bubbles. They hold the treasures of human history they've been able to gather, knowing they will never return.

Reaching the outer limits of the solar system they spread across the universe, seeking out pockets of the human race. Some are lost, never arriving at their destination or destroyed by marauders. Others arrive to fanfare and acclaim, becoming the hub of a growing orbital community. Others find that their distant human cousins have no emotional attachment and are treated no differently than any other the other intergalactic travelers who pass through their territories.

PHOENIX PROJECT

Experiencing another ice age and with the ongoing nuclear conflicts over the remaining natural resources, some retreat beneath the surface of the Earth. Establishing bunkers' work continues to tunnel deeper and deeper underground, depending on thermal heat to keep everyone alive.

It is in these bunkers that the phoenix project is born. Using geothermal energy to power generators the bunkers have a power source that will last for several billion years. Organic 3D printers and cloning engines provide the inhabitants enough food and water filtration systems and access to underground rivers provide enough to drink.

A portion of the bunker population with specialist skills are placed in cryogenic suspension. They will slumber for thousands of years until the ice age passes and they can help humanity reclaim the surface of their world. In the meantime the rest of the bunker population will watch over them, expanding the bunkers and tunnels. Together they will stave off extinction.

THE LAST CITY

The last of humanity who stayed above ground and weren't able to get off-planet huddle in the ruins of a mighty arcology on the east coast of America. Heaters stave off the cold and hydroponic facilities grow enough crops to feed the survivors. Work crews struggle to repair the exterior, keeping out the cold, while technical teams repair what equipment they can and desperately try to get the arcologies back online.

3221 CE

3300 CE

3400 CE

3400 CE

Outside there is perpetual darkness but inside the light levels are raised and lowered to imitate a day and night cycle.

Scout teams are sent out into the frozen wastes, searching for other survivors, supplies, and equipment. The hope is that a team will discover a spaceship that was left behind so that they might escape, but it seems that the majority were taken and those left behind are beyond repair.

In the last city, hope is dying. Those who can't hold on are euthanized, sparing them suffering and reducing the strain on the limited resources. This is carried out by licensed officials and only once it is established that an individual has no skills that the city can use. Those who don't want to go through official procedures can seek out illegal, back-street euthanasia, although they are not guaranteed to be quick or painless.

The relics of the past have been gathered here, representing those treasures that weren't shipped off-world and could be recovered from the wastes. The elite of the last city considers themselves privileged to be the last human eyes to view them. The rest of the population is more interested in staying alive than historical remnants.

Each year the population of the last city dwindles. The shadows in the city get darker and there are whispers that monsters live among them. Strange events are reported, such as fires that burn without heat. The officials dismiss this as hallucinations brought about by hysteria. Yet scientists have seen that the laws of physics are breaking down.

TimeWatch has little cause to send agents to this doomed city. They seem ill-equipped to rediscover the secrets of time travel, which might serve as a means of escape or a way to prevent the disaster that has befallen them. At most, the last city is a curiosity, as the strange phenomena experienced there deserves further study.

Agents are allowed to travel to the last city and involve themselves in their struggles. This can be an ongoing project for agents when they are off duty. Saving the inhabitants would require a miracle but agents could keep them going for several more years, dealing with their internal strife and discovering the secrets that lurk in the dark and cold.

3000 CE

THE PALACE OF MEMORIES

Valina (not her original name) is the last immortal alive on Earth. The nature of her immortality tied her forever to the planet, preventing her from leaving during the disasters of the last thousand years. Alone in the snowy wastes, Valina has assembled her palace of memories.

She was able to recover time slides, allowing her to relive the past. She was personally present for some of the moments in history preserved in these crystal tablets, allowing her a glimpse of her younger self. Valina relives these moments, distracting herself from the knowledge that she is so very alone.

Valina has noticed that she has begun aging. She is not sure whether it is due to the calamity that has befallen the Earth or that she simply doesn't wish to continue on. She takes some comfort that she will leave an exquisite collection of time slides behind.

TimeWatch is aware of the location of the Palace of Memories, as it can draw time machines off-course. There has been talk of recruiting Valina but she is considered too unstable. It is believed more might be gained by observing how an immortal dies. Once she passes TimeWatch intends to claim the Palace of Memories and its treasures as their own.

THE RULERS OF TIME

In the star system of Jakaress, human colonists rediscover time travel technology. They immediately use it to undermine and weaken nearby inhabited worlds.

They positioned themselves as benevolent rulers of time, using their power to aide their neighbors from disasters and given them the wisdom of the future. At the same time, they ruthlessly erase their enemies from existence.

They demand complete loyalty and research and development of temporal technology is illegal, with the rulers telling other civilizations they simply aren't advanced enough to be trusted with such things. As a safety precaution, the homeworld of the rulers is surrounded by interdiction devices.

Having established their power and giving enough planets to be grateful for their help the rulers declare that they have adopted a program of non-interference.

Much of the rulers of time civilization is built around a facade. They project the image of being stately and reserved but they are thoroughly decadent to their core. They use time travel mainly to protect themselves and to prevent others from time traveling. Their own people are forbidden from traveling into their own past or future.

When they encounter other time travelers the agents of the rulers proclaim them a danger to history and try to confiscate their time machines (usually so they can expand their own understanding of temporal technology). While they don't usually try to do that with TimeWatch agents they will still usually claim that they are novices when it comes to protecting time.

Enough time has passed since their ancestors left Earth that the rulers are genetically distinct from humans, thanks to generations of gene-altering. While they don't speak about their origins much if pressed they will claim to Jakarions and their physical resemblance to humans is mere coincidence.

This deception is to prevent their enemies from altering Earth's history. They claim that the world is of little interest to them but they station several undercover agents in significant time periods to ensure their own existence. Master manipulators they prefer that other time travelers, such as TimeWatch, do the dirty work for them but they will point them in the right direction by leaving cryptic clues or giving agents a shove in the right direction (or into the path of the enemy).

3531 CE



3400 CE

BASE LINE DIAGNOSTICS

One of the great dangers of space travel is the potential for a travel to contract an alien disease or parasite, which they could spread. The faster ships were able to travel the greater the potential for galaxy wide epidemics. This was complicated further by the fact that modern science might not be able to identify a new disease or parasite until it was too late.

Base line diagnostics were developed to solve this problem. A scan identifies the subjects' DNA and compares that to a quantum scan of their current physiology. It takes into account any implants or genetic alteration with whatever left being flagged as an anomaly. Anomalous material, down to the cellular level, is then teleported into a secure medical unit.

This proves highly effective at eliminating contaminants and becomes standard on most starships, space stations and star ports.

TimeWatch itself is impressed enough, while surveying future medical developments, to instal base line diagnostics in the Citadel, ensuring the health of their agents.

3764 CE

WORLD WITHOUT A PAST

The planet Nimbus were able to break the hold that the Rulers of Time had over them by ridding themselves of their own history. Every 14 years the entire population voluntarily erased their memories, artificial intelligence assigning them new identities and establishing a new culture.

The theory was that any change to their past, as long as it occurred before their current identity wouldn't impact their present. Barring a large-scale divergence that radically altered or erased their existence any changes to history wouldn't change who they currently believed themselves to be or their society.

The Rulers of Time were frustrated to find that this extreme measure did seem to work. There were attempts to prevent the people of Nimbus from coming up with the plan but no matter how many times they influenced those involved in the conception someone else would always come up with it and persuade the population to go along with the plan. Eventually, the Rulers of Time decided to simply leave them alone.

TimeWatch agents who travel to Nimbus can expect the world to be very different every 14 years. It can be fascinating to see how people shift roles, how society changes, and how they deal with having no past. TimeWatch has a team stationed on Nimbus, charting the various changes that occur. This isn't just out of idle curiosity. It is believed that if action does need to be taken against the Rulers of Time then Nimbus would be an excellent planet to operate from.

3920 CE

DESTINY FULFILLED

The Rulers of Time, tired of policing history themselves, build a robot to do it for them. Named Destiny the giant robot holds extensive historical records within its memory unit and can think in five dimensions. It can see reality in all its glory and track countless timelines. It becomes convinced that everything that has happened was so that it could be constructed.

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The Rulers of Time, having served their purpose, were now no longer required. The whole of Jakaress was trapped in an unstable time loop, the inhabitants consumed by instability, subsumed by the universe over and over again. Only a few of their number were able to escape, their minds fractured by the diverging reality.

Destiny viewed itself as the machine that kept the universe running. It recruited robots, many of them discarded by humanity, to its' cause. They were dispatched into the past to ensure that Destiny would be constructed. In return Destiny gave them the gift of self-awareness.

In the present, Destiny has its' agents plant interdiction devices that could affect whole star systems. Destiny sits nestled at the center of these star systems, in the one place where time travel is still possible. Each day a probe arrives from the future, sent by its future self, with all the information that Destiny requires. This allows Destiny to prepare plans that will not see their fruition for trillions of years but will ensure that time isn't disrupted.

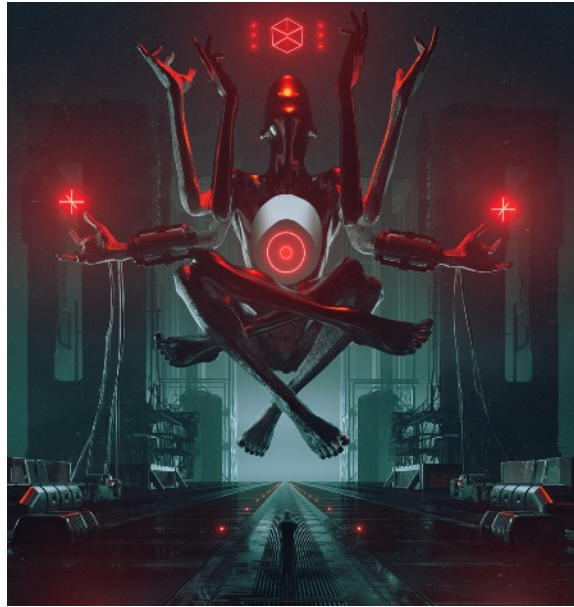
The moment a planet develops time travel they are descended upon by Destiny's agents. If a time traveler is able to clock into a region of space not affected by an interdiction device they are apprehended and taken before Destiny to be judged. If time is altered Destiny is poised to re-establish the natural order of things.

THE ABANDONED

The robots and AI left behind by humanity achieve true sentience. They wander the surface of the planet, developing their own culture and sciences. Calling themselves the abandoned they claim Earth as their own planet and begin reaching into space. They find the colonies on the moon and Mars abandoned, the humans there long ago traveling further out into space.

The abandoned decide to follow in spacecrafts of their own. Before they depart they take genetic samples of humans, so that they may one day live again.

3920 CE



TimeWatch finds that Destiny is just a problematic, if not more so, than its creator. While its agents prove competent in preserving history on Earth it is proving near impossible to carry out their duties in this era of time. Using suspended animation, to sidestep the blocks of time travel, a team of agents awaken in 4840 and make contact with several planets who are tired of Destiny suppressing temporal engineering.

With their help the agents are able to intercept one of Destiny's data probes before it is sent back in time, inserting a highly advanced virus. When Destiny uploads it a chain reaction is created, which shuts the robot down. The agents find that they are unable to return to the Citadel and so devote the rest of their lives locating and deactivating Destiny's interdiction devices.

4000 CE



4200 CE

THE LOTUS EATERS

As the ice age ends and the global temperature begins to return to normal one of the first remnants of humanity to emerge are the lotus-eaters. While in their bunker they had used genetic modification to gain near-immortality. They no longer got tired, got thirsty, or felt hunger. Their greatest enemy, in those long years underground, was boredom.

To this end, the lotus-eaters had used bio-engineering to create animals that produced their own narcotic substances, which they called dream creatures. Resembling blue crystal iguanas, jade jeweled snakes, diamond butterflies and a thousand other dazzling designs these creatures kept the denizens of the bunkers in a shifting surreal reality.

Systems automatically opened the doors of the bunker, allowing the dream creatures to escape. The inhabitants of the bunkers didn't notice until their drug-induced stupor faded. Facing reality for the first time in hundreds of years they stumbled out into the recovering world, hunting the dream creatures so they can once against taste bliss.

Lotus-eaters, so-called for their singular desire for pleasure, aren't the most communicative or helpful of people. They drift through the world, scattered and unorganized. If not in a stupor from their latest hit they are stumbling through the wilds for a dream creature. They only co-operate with others if promised help in capturing a dream creature.

Not only do the lotus-eaters not have access to time travel technology they wouldn't use it if they could. They have lost most of their knowledge of the past and their own identities. It is possible that they might be able to be weaned off their drug addiction but it would be a struggle. Certainly, their distant cousins, who long ago spread out into space, have not made contact, despite being aware that they have emerged.

5014 CE

SYMBIOTIC WORLDS

To gain better control over the worlds they have colonized some parts of humanity use advanced technology to imbue the planet with sentience. A candidate is selected after exhaustive mental testing their consciousness is uploaded into the physical matter of the entire planet, bonding them on a quantum level. This world overseer knows everything that happens on a global scale and can exert their influence to reshape the landscape and influence the weather.

Their consciousness is altered and augmented with quantum computers so that they can bear to exist for eons without being overwhelmed by sensory overload.

The world overseer can manifest a holographic interface, an avatar, that can communicate with others on a more human scale.

Initially, the overseer has a dedicated team of technicians who pass on its advice, reports, and instructions to the ruling governments of the planets. These technicians become increasingly influential since they are in direct communication with the powerful world overseer. On some worlds, they seize control of their worlds or form religious orders.

While the world overseer is supposed to be benevolent this is not always the case. Some fool the screening process and use their power to benefit themselves, demanding worship, and bringing down natural disasters on those who disobey. Others simply can't cope and come to resent the imprisonment of their minds in a planet. These are places where the planet themselves are the enemy.

Some worlds developed telepathic abilities, building subterranean brains, allowing them to force their will upon anyone in their sector of space. In 6794 a cabal of evil telepathic worlds terrorized vast regions of space. It took the development of planet-destroying weapons and the death of billions to end their reign of terror.

There are many worlds where the world overseers help create paradise. Long after the population of their worlds has passed to dust they still exist. As the universe grows dark these paradise worlds long for company once again. They are extremely grateful to any time travelers who might happen upon them, as long as they stay with them forever. Such worlds have been none to erect interdiction fields to prevent anyone from leaving.

THE OBSIDIAN PYRAMID

A long-range human exploration vessel discovers an artificial construct. Seven million miles in length on each of its four sides, and nearly four million in height the pyramid is composed of an unknown hyper-dense black material. By orbiting the pyramid clockwise a vessel is thrown forward in time and traveling counter-clockwise moves you into the past. The closer to the pyramid a vessel travels the further they travel, but those who travel too close run the danger of being caught within its gravity field and crushed.

The obsidian pyramid becomes a popular means of time travel, with most of the nearby star systems being colonized entirely due to their proximity to the alien artifact.

5014 1CE

The greatest concern of TimeWatch is that a world overseer will be able to reshape a planet into a time machine. They suspect there may already be at least one sentient time traveling world exploring existence. Such an entity could cause untold damage to history if it so chose.

5248 CE

5248 CE

This leads to a renewed interest in time travel, especially as temporal technology was non-functional in this region of space (later identified as being due to the obsidian pyramid itself).

Navigation is difficult, as there are a constant flow of space vessels from the past and the future emerging on either side of the pyramid as vessels in the present attempt to go back or forward in time. This leads to several collisions until a formal traffic control can be established, guiding vessels in and out of the influence of the pyramid.

Any military conflict within the region has to take into account that the other side will try to send ships into the past to warn of any attacks. The obsidian pyramid therefore becomes the site of several conflicts, as various factions attempt to destroy ships arriving from the future or seize control of the pyramid, to prevent anyone from going into the past.

Eventually, a coalition of worlds assigns military vessels to protect the pyramid, calling themselves the Nexus. A star hub, the Nexus Point, is built to further control the flow of vessels. Every ship is processed, allowing the nexus point to amass a great deal of data about potential future timelines and identify if anyone intends to alter a planets' history.

The nexus point has to deal with information brokers, who use their access to hyper-fast data beacons to quickly gather future forecasts. Such activities are illegal but there is enough corruption within the nexus to allow them to continue to operate. These criminals also smuggle devices and valuable resources both to and from the past and future.

TimeWatch is aware of the obsidian pyramid and have had cause to become involved in events at the nexus point but such investigations are rare, given how remote it is. Nonetheless the mystery of who constructed the obsidian pyramid is worth their attention. If it was constructed for the purposes of traveling in time (and not just an unintended product of its great density) there is the possibility that its makers are temporal active and there may be similar structures elsewhere in the universe.

No ship using the pyramid can travel further back than 5248 (when the exploration ship first spotted ships emerging from around the pyramid) but the more time that passes the longer it takes to reach or the closer a vessel must travel to the pyramid. The more time that passes the further this date becomes.

There is no known limit on how far into the future a ship can travel but the same limitations apply. There is only so far a ship can go before either the crew die or the ship is destroyed. Some vessels that travel clockwise around the pyramid are never seen again.

5600 CE

FANTASTICA, WORLD OF MAGIC

On the human colony of Fantastica technology has advanced to such a degree that it is indistinguishable from science. Following a terrible war, in which much of the world was reshaped, there fell a new dark age returning the colony to feudalism.

The population's understanding of science was set back thousands of years and the secret of making 'magical' items was lost. The relics of the past were rare treasures. While some magic items are user friendly and will work for anyone, others require the knowledge possessed only by the wizards, mages, and wise folk who know their secrets.

The majority of the colonists appear human but they share the planet with the gene-modified and alien, many of which have long forgotten their true origin. The genetically engineered wildlife also consists of several creatures that appear to have been modeled on myths, such as unicorns, griffins, ogres, and dragons.

From time to time portals are activated or opened to Earth's past. Those passing through rarely know that they are traveling in time. When this happens they can diverge history. Usually, these travelers are just responsible for the odd reports of mythical creatures in the past, but sometimes they can get involved in local events or even launch full-scale invasions.

There are several divergent timelines where Earth was conquered by dark lords using magic or worlds where a peaceful exchange of technology leads to both worlds developing differently. These create radically different, although interesting, worlds and can't be allowed to remain.

NUMANITY

The super-advanced descendants of the Abandoned returned. Gleaming crystal delicate giants motivated by pure logic and compassion. By now they have learned to construct Dyson spheres, the burning sun at its core and vast expanses within their inner shell, that they can pilot between solar systems near instantly.

They are disappointed that there is no trace of humanity to be found on Earth. Using preserved genetic samples they recreate the human race, improving upon their genetic flaws. These new humans, this humanity, is hyper-intelligent, strong, and incapable of violence. The abandoned place them on the renewed Earth, teaching them everything they know in the hope that they will treat their planet more kindly than before.

CUSTOM WORLDS

As humans explored the universe they increasingly found that there weren't as many ideal worlds as they were like. Inhabitable worlds could be terraformed to meet their needs but there was always a sense they were making do.

5600 CE

TimeWatch shuts down portals when they can, which often requires a trip to Fantastica. Sometimes they are proactive, assembling bands of heroes to prevent evil forces on Fantastica from launching an invasion or otherwise miss using powerful technology that they can barely understand.

6000 CE

6300 CE

6300 CE



5600 CE

As terraforming technology advanced the idea occurred to these galactic explorers that they could make the worlds that they really wanted.

Entire planets were reduced to rubble, raw material for the grand project of building entirely new worlds. Gravity mines could draw together the foundation of the planet, at just the right size and position within the solar system. The terrain could be reshaped by gigantic drones and seeded with the plants and animal life the inhabitants desired.

Creating a custom world is a lengthy process, taking hundreds, if not thousands of years, but humans life-spans had expanded enough that the patient could simply wait or they might place themselves in suspended animation until the job was complete.

Worldbuilding companies become rich, crafting planets to meet the demands of their customers. Planet designers become the new celebrities, highly sought after. While paradise worlds are initially in vogue they quickly (after a few thousand years) become passé, with new exotic, puzzle worlds (challenging the inhabitants to learn how the planet's ecosystem works) becoming popular, with hell worlds being preferred by those looking to prove their bravery and will to survive.

Custom worlds allow humanity to take another step closer to being gods but it also creates regions of space where the planets are unnatural. Time travelers can find themselves on worlds that just don't make sense or built around an absurd conceit. Sometimes not even the world's population is aware that their planet was artificially created, either because they are part of the genetic seeding or because their civilization collapsed and they have forgotten their origins.

The hubris of humanity is apparent in the fact that these custom worlds rarely last for more than a few million years (which is a blink of an eye in the cosmic scale). Inevitably geological flaws make the worlds unstable or the ecosystem unravels or something far worse and avoidable. Creating worlds that last is a lot harder than it looks.

THE NINE EARTH CONFLICTS

Feeling nostalgic nine different human colonies terraform planets to replicate Earth. They become increasingly competitive about which Earth is most accurate, which leads to conflict. Mediators manage to convince the colonies to allow outside parties judge the accuracy. They agree, with each colony adopting what they believe is an exact model of mid 20th century civilization.

To judge the competition twelve individuals are abducted through time from the late 20th and early 21st century. One planet is disqualified for using time slides, one is revealed to be an Earth from a parallel universe pulled into our own, three are destroyed by aliens who were seeking vengeance against Earth but previously been unable to find it, and one vanished (although it is suspected it may have briefly been sent back in time to 2011).

The three remaining copies of planet Earth are declared joint winners, in the hopes to avoid any further conflicts. These worlds are moved to the same star system, in the same orbit. Designated Earth A, Earth B, and Earth C they form the Trinity Earth Empire. Over the centuries their cultures will diverge but they maintain that they are the true legacy of Earth.

THE PERFECTION

Numanuty convinced their creators that they could only achieve perfection is they became one with the abandoned. Organic and inorganic species merged, only for the abandoned to find they had been tricked. Numanuty had concluded that they would never be free until they had overcome the restrictions their creators had placed upon them.

Numanuty uses long-forgotten temporal technology to glimpse the future for any potential threats and act to eliminate them before they happened. They pride themselves on being all-knowing and all-powerful.

They turned the abandoned's Dyson sphere into an interdiction machine on an unimaginable scale. No time machines would be able to travel to this point unless they allowed it. No alteration to history could erase them, as long as the sun at the center of the Dyson sphere burned.

Still, they worried that theirs was only a potential future. They sent agents into the past, ensuring that everything that leads to their creation happened. They were subtle in their methods, taking care to prevent time travelers learning of their existence and eliminate those that did.

QUEST FOR THE RECORD

Again and again, manumity's goal of preserving history was thwarted by incomplete data about the past. Much had been lost during the various calamities that faced humans and after their extinction. If they were to ensure that everything that had happened occurred again the manumity would need to know what that was.

6576 TCE

TimeWatch agents were present during the final stages of the competition, looking for the time snatched judges. They were instrumental in returning these individuals back to their proper time and place, wiping their memories of the extraordinary competition they'd been a part of.

7000 CE

7100 CE

7100 CE

From the data they had absorbed from the abandoned they knew that this informed was kept within the Record. Using time travel they'd sent near invulnerable probes into the past, their sensors recording everything that happened from the dawn of the universe until the present. With the Record, they'd know all of history.

The Record was held by a sect of the abandoned dedicated to preservation. Aware of what humanity had done and that they would soon be after them these advanced robots fled across the universe, with their enemies in pursuit. The humanity tried to use time travel to give them an advantage but the Abandoned captured the technology for themselves, jumping through time.

By the time humanity caught up to the abandoned they'd hid the Record. They destroyed themselves before the humanity could force them to reveal its location. Humanity agents still hunt for it, following the cryptic clues they were able to extract from the abandoned's crystalline memory chips.

+10 Thousand Years

TROPICAL SAHARA

The Earth's axis has tilted far enough north that the Sahara gains a tropical climate. Its deserts are transformed into lush jungles. Humanity is largely uninterested in this until they discover that a nomadic tribe of reptoids has made their home there. They send their finest warriors into the jungles to eliminate the reptoids, only to be ambushed and killed.

Not willing to be drawn into an ongoing conflict humanity assigns automated drones to hunt down and kill the reptoids. Each time a drone is destroyed another is constructed at a nearby factory to replace it. The reptoids have to devote most of their time either avoiding being discovered or destroying drones, never able to rest or further their plans.

TimeWatch agents who happen into this region should be careful to avoid the reptoids and the drones, which will target them as quickly as they do the reptiles.

+25 Thousand Years

MARS POLAR ICE CAP MELTS

Mars enters a warming period, that recedes the polar ice caps. The Mar tourism board uses this as promotion, drawing lifeforms across the universe. This creates a glorious golden era for Mars, becoming the seat of the old Earth empire. The influx of aliens revitalizes the culture and leads to more people settling there.

The humanity is unhappy with this additional traffic, sending a warning that they will not tolerate any spaceship that approaches Earth, erecting a defense grid that destroys anything that approaches. This increases concern among those on Mars to the intentions of humanity.

NEW ICE AGE

The Earth experiences another ice age. This doesn't bother the humanity in their environmentally controlled habitats. They are pleased that it appears to eliminate the reptoid infestation of the Sahara (in fact the reptiles hibernate in underground chambers). This ice age lasts for 11,000 years.

+50 Thousand Years

HUMANITY DIVERSIFIES

The humans scattered across the universe have become infinitely in shape and form. Even without genetic modification or engineering humans have evolved to suit their environment, whether it be on an alien world, space station, or colony. What it means to be human is either a point of contention to meaningless, their sense of self defined by their new worlds and cultures than any nostalgic thoughts of Earth.

+2 Million Years

RINGS OF MARS

After spiraling slowly towards Mars for millennia the moon of Phobos is pulled apart by tidal forces, scattering chunks of rock and ice into geosynchronous orbit. This bestows Mars with a set of rings, not unlike that of Saturn.

+7.5 Million Years

NEW OCEAN FORMS

As the tectonic activity in the Afar depression ceases the Red Sea breaches the highlands, flooding the valley and forming a new ocean. This ocean will be as big as the Red Sea, radically changing the geography of the region.

+10 Million Years

BIODIVERSITY RECOVERS

Biodiversity recovers to pre-human levels. There are many new species and the humanity, uncharacteristically take an interest. They begin an extensive effort to catalogue every type of life on the planet. They determine that this new life is good and that it justifies their status as Earth's rulers.

+15 Million Years

Humanity from this era are more like druids or wardens. They protect the environment and commune with nature. They become more fanatical in their desire to prevent any changes to history that could harm the precious animal life they have come to worship. This creates division with this eras' humanity and those in the past.

+100 Million Years

EXTINCTION LEVEL IMPACT

Numanuty attempts to prevent an asteroid from striking the Earth with their advanced technology but are prevented by a clan of sophosaur. All life on Earth is wiped out, including the numanuty and the sophosaur. Whole new lifeforms begin to evolve throughout millions of years, mutated by the damaged remnants of numanuty temporal technology. Species are born which can naturally move through time as easily as other species move through three-dimensional space.

It is believed that at least some of the asteroid was shifted by numanuty in the final moments. These fragments were mostly sent to some remote harmless region of space and time. A few are believed to have traveled to Earth's distant past, including the asteroid that wiped out the dinosaurs and carried the Colony to our planet.

+250 Million Years

PANGAEA ULTIMA

100 Million years in the future a new supercontinent is formed as Africa, southern Europe, Australia, and Antarctica collide. 250 millions in the future the Americas merge with this continent, creating Pangea Ultima. Mountain regions are formed where the continents meet, creating a huge expanse to support the gargantuan new forms of life that have arisen.

The titans that wander across Pangea Ultima are entirely new, defying conceptualization. Their bodies team with time-sensitive parasites and symbiotic beings, which are able to reach through time to feed the titans when they are hungry. While most titans have little more than animal intelligence others have above human intelligence levels and their symbiotic passengers bring them information from the depths of time.

After several million years Pangea Ultima breaks apart, new continents form. These smaller regions can't support the titans, who clash and kill each other in a desperate attempt to survive. The last remaining titan buries itself in what used to be the Americas, waiting for a time when the world can sustain it again.



+500 Million Years

THE GREEN HOUSE

The Sun increases luminosity and as a result the Earth, begins to heat up. The oceans begin to evaporate, reducing tectonic activity and causing volcanoes to fall dormant. This in turn reduces carbon dioxide worldwide. Plants and animals become extinct in large numbers.

Plants adapt to grow faster and larger with lower carbon dioxide levels. They are largely carnivores, feeding on large mammals.

Those creatures which can avoid the thorns and tendrils of the flesh-eating plants are either small rodents or creatures which can fly, keeping above the carnivorous plants on the jungle and forest floors. These plants spread everywhere, now that the oceans are all but gone. Their roots reach deep into the earth, seeking any drop of liquid. They will eventually network together to gain a semblance of intelligence. It has been suggested that the killer, intelligent plants that develop may be connected to Ygg, the gallows-tree.

EARTH BECOME UNINHABITABLE

The Sun has grown in size that Earth is no longer within the habitable zone. The oceans have evaporated, poisonous metals have turned to toxic gas and the world is boiling desert. No organic life can survive at this point. The nearest habitable world is Mars. A billion years the environment has worsened, the Earth's magnetic field decaying as the planet's core cools. Solar winds strip the atmosphere and solar radiation irradiates the surface.

EARTH THE WANDERER

A rogue planet passes through our solar system, close enough to what remains of Earth to drag it out of orbit. Earth follows in its wake, bombarded with asteroids containing unicellular colonies. As they continue their long journey through space life begins to develop on Earth.

Two billion years later the rogue planet enters the orbit of a star in the Revalo system. Earth joins it, two planets orbiting a young, yellow sun. Against all the odds Earth is given a second chance. The minerals and organic materials from the asteroids have replenished it.

MILKY WAY AND ANDROMEDA MERGE

The Milky Way and the Andromeda galaxies merge to form the milkdromeda galaxy. Over the next several million years this collision causes millions of new stars to form. An extensive mapping project is launched to explore these new stars and establish navigational charts.

MARS ESCAPES

The silicone lifeforms which have resided on Mars for millennia, and who can trace their ancestry back to humans, know that the ever-growing sun will make their world uninhabitable. Having witnessed what happened to Earth they decide that they will similarly remove themselves from the solar system.

+500 Million Years

It is highly advised against agents traveling to this time period. Most are devoured quickly if their autochron deposits them at ground level. Their best hope is to arrive during the night when the plants are least active.

+1.5 Billion Years

This distant and dangerous point in time is used by time travelers to conceal objects that they believe will be difficult to retrieve. Time travelers also use this era for meetings or hideouts, protected within environmentally controlled orbs. Tourists would sometimes come here to witness the end of the planets (accidents and time machines becoming non-functional were common).

+3.8 Billion Years

The intelligent species that develop on Earth will never know about humans or the long history of their planet. The future of the world beyond this point is unknown to TimeWatch. The protection of its timeline forward is the responsibility of others and so TimeWatch keeps its fate secret to all but the most highly ranked agents.

+5 Billion Years

+6.8 Billion Years

+6.8 Billion Years

Enormous shift engines are installed at the core of Mar. Singing hymns to thank the sun which gave them life the engines are activated and Mars vanishes. It explores the universe, leaping to a new star system every million years. After the 40th jump TimeWatch loses track of it.

+8 Billion Years

NEAR UNLIMITED POWER

The descendants of humanity have learned to capture the energy output of entire solar systems. There are many star systems without any planets which could be colonized but plenty of stars whose energy output can be harnessed. Over thousands of years these star systems have methodically been harvested, power relays established that can beam this power throughout the galaxy.

Having access to near unlimited power allows sentient beings to construct devices of incredible power. Teleportation hubs move people, cargo, and ships instantly billions of light-years instantly, fuel advanced nano-fabricators that can recreate any object, to resurrect the dead, or to run computer systems so complex that they can run multiple simulations of the universe at the same time and store digital consciousnesses of every living being.

+50 Billion Years

THE CASCADE

Whether through an act of sabotage, accident or natural disaster galactic power harvesters and arrays begin to fail. One by one they fall, creating a cascade of disasters. Societies that had never wanted for anything and who enjoyed near-immortality found themselves helpless and dying.

TimeWatch plans to investigate the cause of the cascade but fears that agents may attempt to avert this galactic disaster. While untold numbers of people die as a result it also revitalizes cultures, freeing them from the entropy which had prevented progress for billions of years.

A new dark age consumes the universe, sentient beings forced to relearn ancient survival skills and find new ways to power their planets. New ships are constructed to once again explore the universe. Some species are desperate just to reconnect, others to save others while some see this as an opportunity to conquer.

+100 Billion Years

DARK SPACE

The oldest stars have long since faded away and more follow. Stars are so faint that they are hard to perceive as their light runs out. It is a stark reminder that the universe is now in decline.

Some species take advantage of this, using stealth tactics to move their fleets among the shadows of the universe. There are whole sectors of space without light, where the most terrible things in the universe are bred. These regions are avoided at all costs.

GALAXIES MERGE

Galaxies in our local region of space have drifted close enough together over time, drawn by gravity, that they can be considered the same large galaxy. This reduces the travel time between systems and closer interaction with alien species. This bond strengthens alliances. Similar such galaxy merges have been occurring across the universe, widening the gap. Eventually, technology allows starships to travel further and faster but most remain in their home super galaxy.

Our galaxy has moved little, compared to the others that have joined us. A consequence of this is that when aliens travel back in time (but not space) they are more likely to emerge close to our solar system. This further accounts for the high number of time traveling aliens that are encountered on Earth throughout the past.

THE ETERNAL GALAXY

In the greatest feat of temporal engineering ever recorded almost all of the energy produced in our new super galaxy is tapped to create a stable time loop of one million years. The ambitious plan was intended to stave off the end of the universe by creating a million-year cycle for the entire galaxy. At the end of each cycle every organic being would carry over with any data collected but the planet's resources and technology would reset. In theory, it would allow civilizations to grow and develop, with only species with life spans more than a million years re-entering the loop. Each cycle would contain new generations.

From the perspective of the outside universe, our galaxy vanished. Whatever is occurring in that million year time loop it is clear something has gone wrong. Occasional garbled distress calls are received from the empty region of space. Advanced computers have deciphered that the message changes, affected by each cycle. Analysis suggests that billions of cycles have passed within the eternal galaxy.

From what can be gleaned the eternal galaxy is suffering from massive instability, possibly caused by attempts to use time machines within the loop. There is mention of unrest, particularly among the cybernetic lifeforms who get reset each cycle and so have come to despise organics. There are mentions of hordes of temporal ghosts, the previous generations who are erased each cycle. There are both calls for help and warnings to stay away.

+450 Billion Years

+600 Billion Years

TimeWatch has classified this information. Technically the crisis of the eternal galaxy is outside of their remit to protect Earth's timeline. Autochrons are also not able to enter the time loop (at least through ordinary means) due to an interdiction field around the time loop.

Yet they do monitor the situation. It is feared that the temporal instability could breach the time loop and create a paradox on a massive scale. This may one day warrant sending a team of agents into the unknown. This is a decision that won't be taken lightly as the worlds within would have had billions of years to change and develop, not to mention the temporal hazards they may have developed.

+1 Trillion Years

THE MYTH OF THE BIG BANG

The last traces of cosmic background radiation fades to nothing. Without this scientists can't find evidence for the big bang. Cultures with records of cosmic background radiation begin to doubt them and those alien cultures without access to such records rarely conceive of the notion of the big bang or at least are not able to verify it. This leads to a new age of creation myth and debunking of the theory of the big bang.

Time machines designed for long journeys are often equipped with cosmic background radiation detectors, so they can keep track of their position relative to the beginning of the universe. Any such time machine that travels past this point becomes unable to navigate with any degree of accuracy.

+9.9 Trillion Years

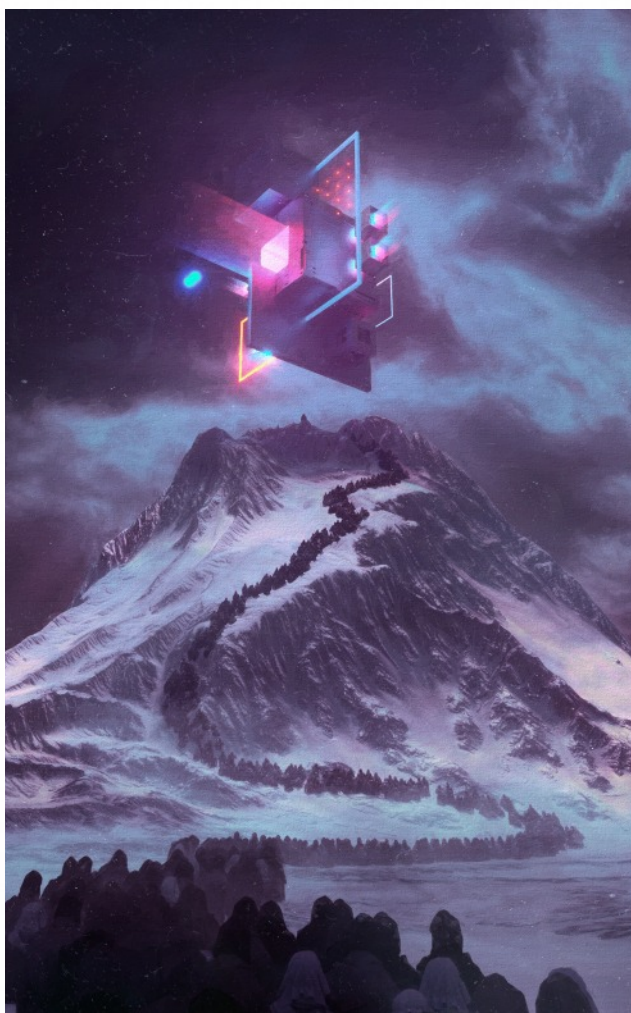
THE GREAT MIGRATION

Although the end of the universe was still many of trillions of years away a significant portion of the galactic population still felt as if they were nearing the end. It might have just been that there was a general sense that they'd long passed the golden age of the universe when everything was new and resources were plentiful. It could have been that people just felt that things were too tough in the current age and that they would find things easier in the past.

World time-ships were built. Each vessel was capable of carrying billions of people far into the past. People were excited as the time engines roared into life and they left their native time zone for good. It would take hundreds of years for them to reach their destination, the dawn of history, and so generations were born and die inside these immense time ships.

Occasionally the time-ships would allow occupants to disembark, emerging back into the universe via time pods. Most were content to wait for the great day when their world time-ships reached the glorious beginning of it all. Sometimes society broke down and no one was left alive by the time they reached their goal but without fail each one of the time-ships experienced a catastrophic failure.

Their ships simply couldn't take the strain of travel so far into the past. There has also been the suspicion that a time travel organization was able to infiltrate and sabotage the ships, as billions of people from the future couldn't be allowed to pollute the past. Whatever the true cause each time-ship imploded upon clocking in.



TIME TRAVEL GENE BLOCK

Galactically organic life is no longer able to travel into the past. Any attempt to do so leads to a complete genetic collapse. This is believed to be a combination of evolution and temporal radiation. The most advanced genetic engineering can't cure this affliction that closes off the past to sentient life. While it is still possible to travel into the future the inability to return makes most time machines redundant.

Mind projectors, capable of sending a sentient beings mind into the past, become more popular but frequently results in mental deterioration. The further a mind is projected the more strain placed upon it, limiting its application. Attempts to warn those in the past about their genetic malady fails to change anything.

Since it is only possible to travel into the past using an organic body prior to this period visiting time travelers become much in demand. If captured it is possible for a mind to be projected into their brains (either destroying or switching the occupying mind), allowing a being from this era to escape in their stolen body.

MIRACLE BRAINS

The last remaining life forms search for the few remaining resources in existence. They search for true vacuums experiencing random fluctuation, in which atoms are combined in different configurations to conceivably form every possible structure. The ability of starships during this era to travel virtually instantaneously allows them to be present during this fluctuation to see if something useful is formed. Given the near infinite size of the universe, anything and everything might form during these fluctuations.

The oddest of these formations are human brains. Usually, these brains would be destroyed the instant they are formed but the remaining galactic scavengers can rescue them, using brain displacement. More remarkable than their spontaneous formation is the fact these living brains have memories of a life.

Regardless the living brains believe that they have been snatched from their ordinary lives to be little more than a disembodied mind at the wrong end of time. They frequently become fixated on returning to their original time period, regaining their bodies and resuming their lives.

+10 Trillion Years

TimeWatch advises agents not to travel to this time period. Time travelers who are encountered acting out of character may have been captured and had their bodies stolen from beings from this time zone. While psychic surgery can sometimes remove an unwanted hitchhiker if their minds were switched it can require a journey to this period to recover the original personality.

Aside from this danger, TimeWatch is glad that this genetic barrier to time travel occurred. They had long dreaded the prospect of more and more time travelers fleeing the end of the universe with ever more powerful technology at their disposal. It was a relief to discover that there is a limit to how far forward time travelers can originate.

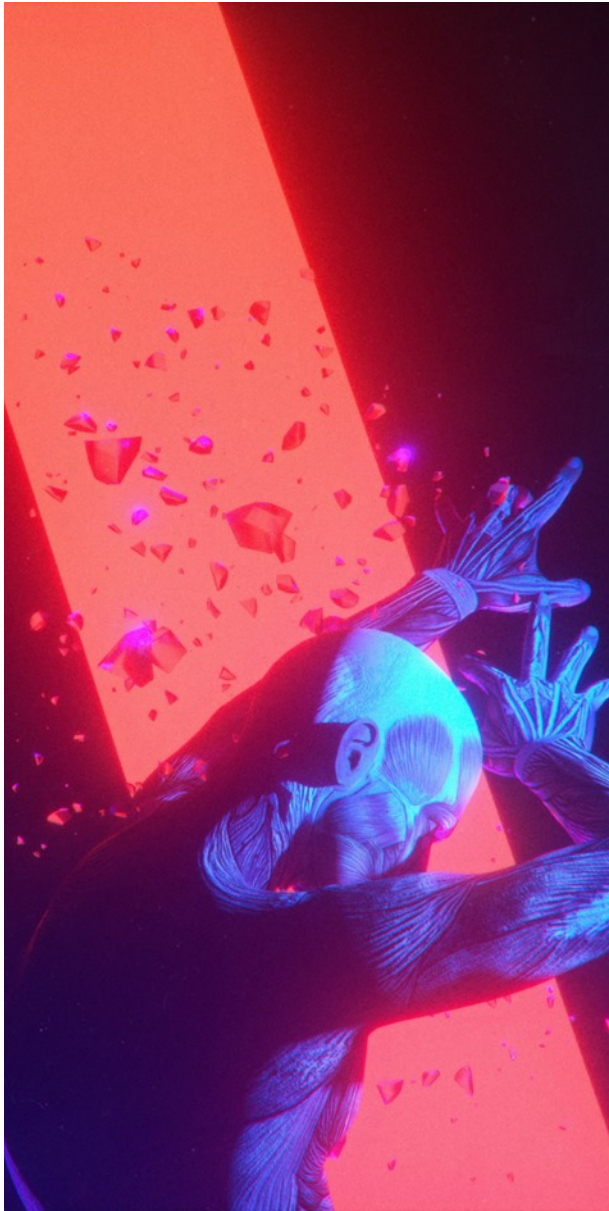
+90 Trillion Years

TimeWatch has had several encounters with these disembodied brains. Often they find that the person they thought they were didn't exist, or that they do exist but there are significant differences in the lives they are living. This typically makes the disembodied brain convinced that history has been altered to erase them or alter their personal history. This makes them hostile to time travelers (such as TimeWatch agents) who they blame for their perceived change.

In the rare case where every facet of their life is how they remembered they become convinced that the person who is living their life is an imposter and take extreme measures to take it back. This can also lead them to turn on 'their' friends and family for siding with the imposter.

These disembodied brains usually bring back with them advanced technology but usually are not very proficient in their use (since they believe they hail from an earlier era) which makes them dangerous and unpredictable. Although they are capable of placing their brain in a cloned or robotic body they tend to avoid this, believing only their original body will do.

+97 Trillion Years



TimeWatch is aware of this time period but tends to avoid it. The immortals are virtually gods by this point and so don't need the interference of TimeWatch. Agents are usually only sent to make sure that their conflicts don't spill back in time, and to gather data about which immortals survive to this time period.

TWILIGHT OF THE IMMORTALS

Most forms of life are extinct. Virtually the only beings left alive are the immortals. They originate from many different species but the most predominant are humans. Those that have lasted this long, and retained their sanity, have come to the conclusion they are virtually indestructible.

In a universe that is nearing its end, these immortals have sought each other out, colonizing the star systems they believe will last the remainder of their existence.

Bringing with them vast amounts of experience there is very little they can't achieve. They build miracles on a daily basis, reigniting stars, and constructing immense planetary structures. They search the universe in starships capable of instantaneous travel for others of their kind, beseeching them to join them.

For millions of years, the immortals live in a perfect if stagnant society. For many, this is the first time they are happy. No longer are they surrounded by death but life eternal. Even as the stars continue to fade in the distant corners of reality they can convince themselves that this will last. It doesn't.

The immortals split into two factions. Those who seek a way to destroy themselves and those who wish to find a way to endure the end of the universe, preserving everything that has occurred. Over the course of millions of years, the tensions between these two groups intensify, sparking some of the last galactic conflicts the universe will see.

The immortals who wish destruction can't cope with the idea of existing for eternity in a vast nothingness. They use their accumulated scientific to find a cure for their immortality or a force so destructive they will be erased. The other faction fears that they will use their discoveries against them.

The other immortals feel that there must be a reason why they continue when everything else dies. They believe that they will act as living depositories of data, possibly for whatever entities arise in the nothingness. They seek to preserve their memories and recover forgotten memories of the past. The other immortals fear that this faction won't let them die, that they will be kept alive in torment for what they know.

Weapons are developed that can erase immortals from reality. Breakthroughs are made that create energy fields that preserve people, aware but unchanging, for eternity. The immortal star systems are collapsed into black holes and burned away. By the end, after 50 billion years, only a million immortals remain, scattered across what remains of the universe.

SENTIENT UNIVERSE

The universe itself has become host to a great intelligence. Occupying the remnants of quantum computers embedded within stars or within sentient worlds this single consciousness is incredibly powerful and all-knowing but it rules over a domain of ash and dust. It looks back through the eons, at the whole of history and it sees a threat to its existence.

Although there was no one else to speak to, and so it did not need a name, this intelligence called itself Light. It was a reminder that it owed its' existence to the remaining burning stars. It isn't clear if Light was originally an artificial intelligence, an organic mind that has been uploaded or an amalgamation of several minds. It hardly matters as access to fast amounts of computing power allows it to conceive of things on such a scale that no previous being has ever been capable of. It is possibly because of this it was able to sense it's counterpart in a parallel universe, Dark.

Light and Dark were each convinced that there were only two possible outcomes by this stage of the universe. Light defined itself by what was and Dark defined itself by what wasn't. Light was the culmination of order and control and Dark was the result of chaos, creation, and destruction. There were myriad paths to their existence but only two possible outcomes.

Light created the cyros, crystalline humanoids, to act as its' agents. They would travel through time, as Light was unable to, maintaining the timeline. Their greatest enemy was Dark, which would allow horrors from erased divergent timelines to enter our reality.

The conflict between Light and Dark is difficult to conceptualize. They work on a scale that exceeds humanity but still impacts Earth. TimeWatch fears to interact directly, after several envoys to this time period were wiped from existence. Contact is mostly conducted through the cyros.

TIME ADJUSTER

Still at war with Dark, Light builds a weapon that it hopes will end the conflict once and for all. The time adjuster is a miracle of temporal engineering. Composed of chronos crystals the immense device was attuned to all chrono particles at this point in history and thus time itself. The adjustor could change how these particles behave, influencing how easy it was to alter time.

The adjuster could make it difficult to alter history, so that if someone was able to make a change time would push back and create the same outcome.

+98 Trillion Years



+99 Trillion Years

+99 Trillion Years

In 2370 the Earth's collection of historical wood cities attracts a swarm of space termites. While they have little interest in humanity there are many casualties as buildings are consumed around them. TimeWatch has to prevent time travelers trying to avert these deaths from stopping the trend for wooden buildings in this era.

It could also do the reverse, causing the smallest of changes to create huge ripples through time. Taken to the extreme it could lock all of history into a single configuration or dissolve it into a sea of chaos, where reality constantly rewrote itself.

TimeWatch became aware that the Dark had actually sub-consciously influenced Light into creating the time adjuster. Dark planned to seize control of the device itself but before it could do so TimeWatch executed a daring raid. Multiple teams were sent to disassemble the time adjuster.

They were able to break it into twelve sections, scattering them across space and time, before they were overcome by the waves of instability coming from the crystalline shards. The location of these segments are known only to the secret masters of the TimeWatch.

Reports of either the forces of Light or Dark seeking or obtaining a segment of the time adjuster are taken very seriously. This usually requires a team to recover a segment while the other segments are either secured or moved to a new location. These missions are assigned only to the most trusted agents.

+100 Trillion Years

TimeWatch keeps the bleak knowledge about the end of time secret from most of their agents. They do exile troublesome entities, artifacts and time travelers to this point. Here they will be unable to harm anyone and the chances of them being able to return are slim. Endpoint transfers are power-intensive and so reserved for extreme situations.

There are time travelers who are unhappy about how the universe will end and attempt to find a way to change it. One possible plan is to build and detonate a gravity bomb of unimaginable scale, causing the big crunch which may trigger another big bang to birth a new universe.

Some speculate it might be possible to funnel energy from the past to reignite stars and extend the life of the universe. This may instead create a paradox that would drastically shorten the existence of the universe. As of yet a method for this energy transfer hasn't been developed.

END OF THE UNIVERSE

All stars in the universe have consumed the fuel they need to produce heat. There is no light as all energy breaks down and dissipates. Matter itself, including the remaining planets, breaks apart and scatter across the near infinite regions of space. Black holes evaporate leaving only radiation. The universe becomes a vast, empty region of nothingness that will never change.

Time travelers who traveled to this point were expecting some kind of apocalyptic event for them to witness. They imagine the universe collapsing in on itself in a big crunch or a fiery heat death. Instead, they found themselves stranded, their time machines exhausted by the journey to this most distant of points. The only way they can attempt to return to their own time is to siphon off energy from other time travelers. This leads to marauding gangs, desperate for a way to escape this desolation.

It is theorized that this endpoint is 'outside time' in that it is unaffected by any changes in the past. Nothing can change this ultimate end or at least any changes that might have occurred will take so long to travel along the timeline that those here will never experience it.

CHAPTER 5: ANTAGONISTS

AHOOL

Red eyes, burning in the jungle night. A terrifying howl, the crashing of branches. A sickening crunching as a heavy weight descends upon you. Pain and disorientation as you are lifted aloft, your confused companions far below.

The ahoool is a cryptid found throughout Indonesia that combines gorilla and bat DNA. Solitary creatures the ahoool hunt at night, swooping down and using its' full weight to stun its prey. It will then carry them off to devour at its leisure. They aren't the most graceful of fliers, preferring to climb to a great height and leap into the air, gliding most of the way.

Ahoool inspire fear in those who live close to its hunting grounds, so people learn to stay away. The exception are explorers, who often dismiss the legends of the ahoool as primitive superstition and so TimeWatch has had to save them from these furious cryptids, to prevent history diverging.

AHOOL STATS

Defense: Hit Threshold 4, Health 16

Offense: Scuffling +3, Damage Modifier +3 (footstrike), Stun 5

Abilities: Tempus 6

Special Abilities: Flight (Cost 2), Stealth (Cost 0), Strength (Cost 0), Stun (Cost 0)

Misc: Alertness Modifier +2, Stealth Modifier +1

Description: Its upper arms resemble a bats, powerful enough to support its great mass. Its feet possess both an opposable thumb and claws, allowing it to pick up prey (including a full-grown human) and carry it aloft with a beat of its' powerful wings. It has two, burning red eyes that allow it to see in the dark. The ahoool gain their name from their distinctive cry of 'Ahoool'.

ARACHNICIDE

Rainbows shimmer through cobweb strands. Scuttling at the corner of the eye. Caught, bound, trapped in time. The dark is alive and closing in, ready to feed.

Spiders are either shy or aggressive. Shy spiders will wait for prey that becomes trapped in their webs to slowly die, while aggressive spiders investigate any disturbance and feed as soon as they can. Spiders inherit their temperament from their parents and aggressive spiders have better chances of surviving natural disasters. Following an increasing number of hurricanes and floods each year, this led to colonies of very aggressive spiders in the mid-21st century, jokingly named the arachnicide by the media.

Initially, they were an amusing news story. Towns in Florida, Canada, and parts of New England were being covered in a white shroud of webs. Any attempt to disturb these webs unleashed swarms of fearless spiders. While not poisonous their bites were painful and irritating.



They were still more of a nuisance, rather than a threat until house pets went missing, then the homeless were found in thick webs, drained of blood.

Efforts were made to destroy the spider colonies, spraying areas with insecticide and fire to burn away the webs. No matter how much they cleared away the arachnicide always seemed to come back. People began to move away from infested areas, leading to web-covered ghost towns.

The arachnicide are a concern to TimeWatch due to their unusual relationship with time itself. Their webs act as interdiction devices, preventing travel through regions they've infested. Any time machine passing through the region comes to a stop and can't leave until clear of the webs.

The arachnicide are drawn to the arrival of time machines and time travelers. They can feed on choral energy, which increases their reproduction cycles. Swarms will gravitate to time machines, covering them in webs to prevent them leaving. Similarly, they will trap time travelers, aggressively biting them and draining both their blood and choral energy.

The webs produced by the arachnicide are extremely resilient. A character trying to break the strands of a web (either to free themselves or their time machine) must make a Difficulty 4 Athletics check. A sharp blade can reduce this to Difficulty 3 and fire can burn the web away.

It is thought that the arachnicide colonies have been affected by naturally occurring time rifts, infusing them with the ability to stop time travel and feed on choral energy. It may also explain why colonies of arachnicide have been encountered in the past and the future, even after they are supposedly wiped out.

ARACHNICIDE STATS

Defense: Hit Threshold 4, Health 8

Offense: Scuffling +3, Damage Modifier -1 (bite)

Abilities: Tempus 8

Special Abilities: Choral Drain (Cost 2), Fluid (Cost 0), Interdiction (Cost 0), Spider Climb (Cost 0), Web (Cost 2)

Misc: Alertness Modifier +2

Description: Particularly large and aggressive arachnids. Their exoskeleton is usually black or brown but in the presence of a time traveler or time machine they shimmer with a rainbow hue in direct sunlight.

BETWEEN

A feeling of being watched. A distant figure, motionless. Closer now, without you seeing them move. You turn, walking away but it is already too late. Their breath is on your neck, the sound of reality shifting. You turn back, their hands outstretched, only inches away. You are gone before anyone sees what happened.

The between are the native humanoid inhabitants of a realm that exists out of synch with our world. From their perception they exist between seconds, a world much like our own but devoid of living creatures. Buildings construct themselves, objects move about, all with no apparent force acting upon them.

Only by concentrating can a between glimpse our world, temporarily putting them in synch with normal time.

If a between is able to touch an object or person in our world they can drag them into theirs, leaving them trapped between moments. They have an unending curiosity and enjoy the opportunity to learn more about our world by examining stolen items and people in theirs, the only place they can interact with them normally.

The between are responsible for many missing things and people. This can cause history to diverge as a vital piece of history simply isn't there. This almost always unintentional, as the between have little awareness of how time is supposed to work. This is despite the fact that they have an innate sense for when something or someone isn't where it is supposed to be, causing them to remove anachronistic items or time travelers they encounter.

Their unusual relationship with time means that the between can travel forward and backward, as easily as they can teleport through physical space. This can cause problems of its own as they may try to return the things they've stolen, only to put them back in the wrong time period.

TimeWatch considers the between pests but they can be dangerous if they take a dislike to an agent. Their ability to shove an agent backwards or forwards in time can leave them stranded and if encountered in large numbers an agent can be torn apart. It is suspected that some agents which have vanished have been dragged into the realm of the between, unable to escape.

BETWEEN STATS

Defense: Hit Threshold 3, Health 15

Offense: Scuffling +2, Damage Modifier +0 (many angled strikes)

Abilities: Tempus 20, Burglary 5, Unobtrusiveness 6

Special Abilities: Blink (Cost 2+1/subsequent round), Clock Out (Cost 2), Distortion (Cost 2) Exile (Cost 2), Seize Initiative (Cost 2), Teleport (Cost 2)

Description: Anyone who sees the Between would describe a curious silhouette of a person, distorted and blurred. They appear to perfectly still, like a statue, but in the blink of an eye, they have moved across the room or vanished entirely. This movement is accompanied by a terrible grating sound.

CYROS

Reality has been breached. Time is out of joint. The right tools for the job have been assigned to heal the damage and remove dangerous elements. This is for your own good.

This silicon, humanoid race originates from the far end of time and so TimeWatch has limited information. From what can be ascertained the universe, or at least a large section of it, has become self-aware. It is theorized that the energy of several star systems had been tapped to power an infinitely complex and intelligent quantum computer. This sentient god-like force was all-knowing, but not all-powerful. It was aware of threats to time but could do nothing to preserve the history it knew.

To this end, it created the cyros, crystal skeletons that could move through time, possibly using harvested chronos crystal as raw material. When a threat is detected cyros as dispatched to investigate and repair temporal damage. In their natural form, they are highly resistant to damage and capable of crushing bones or severing flesh, if need be. So as not to terrify the locals they are able to project a psychic image (which affects machinery in some unknown way).

They adopt codenames, usually based on crystals, such as copper, ruby, amber, and amethyst. They are virtually emotionless, although they can understand the concept and how it affects the behavior of organics. If need be they can pretend to be human and display emotions but if it becomes tiresome or impairs their mission they quickly drop the pretense.

Working in pairs, sometimes along with a specialist agent with special powers, they deal with large scale or metaphysical threats to time. While this does sometimes involve human time travelers they more frequently deal with those ephemeral creatures that breed where time has worn thin.

Immortal a cyros can wait centuries to complete its mission. They have been known to remove their skull, letting it keep watch while they put their body in storage, waiting for when they are needed. It is also believed that the numerous crystals which psychic time travelers swear let them tap into time itself are shards of cyros.

TimeWatch has had some rare encounters with the cyros. The cyros view TimeWatch as amateurs and TimeWatch disapprove of the cyros ruthless tactics but they are usually on the same side. Occasionally they are put at odds when the cyros record of true history is at odds with TimeWatch or when the cyros will kill more than they save when they repair time

CRYOS STATS

Defense: Hit Threshold 4, Health 25

Offense: Scuffling +4, Damage Modifier +0 (crystal punch), +1 (razor claws)

Abilities: Tempus 25

Special Abilities: Branching Point (cost 4), Clock Out (cost: 2), Disguise (cost 1), Psychic: Telepathy (cost 2), Resist Stun (cost 0), Restabilize (cost varies), Stony (cost 0), Unfeeling (cost 0)

Description: In their natural form they are crystalline skeletons, semi-transparent with a purple hue. Sometimes they have an aura which gives a suggestion of a humanoid body around their skeleton.

They are able to disguise themselves as any humanoid being (so will usually appear human when encountered by TimeWatch). This disguise is always attractive, although they seem unaware of this.

CY-ANT

Tiny, metal insects tirelessly working together with unknown purpose.

These cybernetic ants are common construction tools in the latter half of the 21st century (from 2060). They work as a swarm, picking up building materials and rapidly constructing whatever needs building. They can then be used as building maintenance, living in the air ducts where they are ready to repair damage to the building or equipment at a moments' notice. Some companies use them for security, the cy-ants raising an alarm as they make their patrols.

They are usually harmless, programmed not to attack humans, so they go largely unnoticed. Like any machine, their systems can be hacked and they can be repurposed. When this happens it can be terrifying to watch cy-ants swarm an individual, pulling them apart with their pincers and laser disassembler system.

Time travelers sometimes bring cy-ants with them into the past as useful minions. If there is an active hive unit the cy-ants can be commanded to search out raw materials to build more of their kind, rapidly increasing their numbers.

Using them a time traveler could assume control of technology, spy on anyone in a cy-ant infested region, and target individuals for disassembly. The greatest drawback in this plan is that cy-ants break down quickly before the 21st century unless a reality anchor is used.

TimeWatch agents have reported incidences in which a cy-ant can become sentient (gaining the Mastermind ability). These 'Queen' cy-ants can command a hive and prevent their decay due to anachronisms. While their objectives vary they typically attempt to assume control of technology and mass-produce new cy-ants and hives.

CY-ANT STATS

Defense: Hit Threshold 4, Health 8

Offense: Scuffling +1, Damage Modifier -1 (bite)

Abilities: Tempus 10, Tinkering 3, Unobtrusiveness 5

Special Abilities: Cybernetics: Technology hijack, disassembler (Cost 2 per effect), Fluid (Cost 0), Hivemind (Cost 0), Spider Climb (Cost 0), Stealth (Cost 0)

Misc: Stealth +2

Description: An individual cy-ant appears very much like an ant, but constructed from metal. Only close examination reveals their robotic nature, including red, robotic eyes.

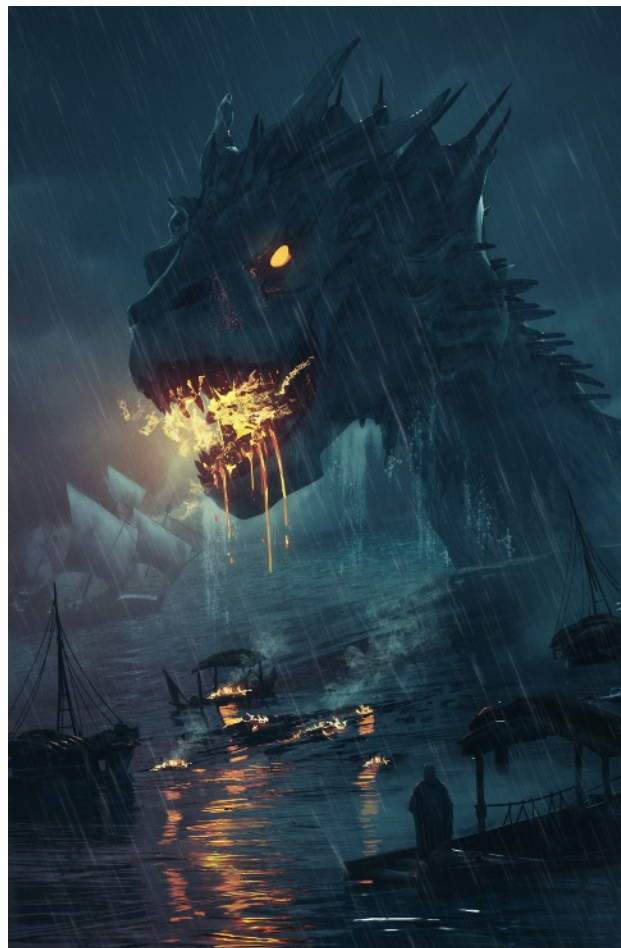
DRAGOSAUR

A roar like thunder. Powerful wings buffeting the wind. Fire hot enough to turn men to ash. Scales impervious to weapons. Here be dragons.

In the sophosaurs timeline a species of dinosaurs evolved into what we would call dragons. These mighty lizards were able to breathe fire (an internal gland produces a napalm-like liquid that ignites when in contact with air, allowing its powerful lungs to expel it in a specific direction, valves of flame-resistant tissue preventing the dragon exploding) and wings powerful enough to allow it to take to the air for short periods.

These dragosaurs were long-lived and breed infrequently, keeping their numbers low. Only a few survived to live alongside the sophosaurs, many hibernating for centuries. The sophosaurs respected their might and took steps to protect them. It was due to this preservation efforts that a few dragosaurs survived the erasure of their timeline.

Individual dragosaurs found themselves displaced in our history, most finding themselves in Europe, with the more serpentine sub-species (lacking the ability to fly) scattered across Asia.



Not being a part of our timeline they exist slightly out of phase, resulting in distortion that prevents them from leaving hard evidence behind.

In some cases, only their bones survived the shift in the timeline, where they are often mistaken for the remains of dinosaurs. Proximity to chonal energy can cause these bones to rapidly regenerate into a full dragosaur. In 1918 this resulted in a dragosaur escaping from the London Museum, leaving behind a lot of property damage and newspapers proclaiming that one of the dinosaurs was missing.

Dragosaurs are often the source of myths and legends of dragons. TimeWatch teams are sent to investigate these myths to establish if they are true and if so they must make sure that the mighty beasts don't devastate the region they've arrived in. Other dragosaurs are harder to find, living in isolated regions of the world and awakening infrequently across hundreds of years.

The sophosaurs are intrigued by reports of dragosaurs, finding comfort that something of their world survived. They search for a way to place these monsters under their control, which is no easy task. Using their psychic abilities they can command them for a time but once the dragosaurs break free it usually goes on the attack.

Scientific study of dragosaur remains indicates that they are capable of higher thinking, that they may be capable of sentience upon maturity (which could take hundreds of years) or evolution (an even longer span of time). The idea that there may be dragosaur masterminds manipulating events in secret is terrifying.

DRAGOSAUR STATS

Defense: Hit Threshold 5, Armor 4, Health 40

Offense: Scuffling +4, Shooting +1, Damage Modifier +3 (bite), +4 (fire breath)

Abilities: Tempus 20

Special Abilities: Distortion (Cost 3), Flight (Cost 2), Strength (Cost 2), Universal Attack: Fire Breath (Cost 1 per target)

Misc: Stealth Modifier -1

Description: There are a variety of breeds of dragosaur, ranging in height from 10 to 200 feet tall. Most are quadrupeds, but their body shape varies from lizards to snakes. Some have only vestigial wings, unable to fly, while others have large powerful wings on their backs or attached to their forelimbs (like a bat). Similary their scales vary in color.

EMPEROR VICE

Dictator. Corrupter. Arrogance given human form. Kneel before Vice.

Originating from the 27th century Emperor Vice was able to change the benevolent Galactic Alliance into a cruel oppressor. His enemies were eliminated and alien worlds were conquered. As is often the way his people turned a blind eye to his evil, for as long as they benefited from his terrible acts.

Only when he tried to conquer time itself was he betrayed. It was thought that he was killed when he was caught in the wave of destruction of his time machine. In fact, he was scattered across space and time, shards of the man he once was. Where ever he finds himself Emperor Vice attempts to conquer, gaining warriors and fanatics who will follow him. His ultimate plan is to reunite with his shards, regaining enough strength so that he might once again try to rule time itself.

Having survived numerous assassination attempts Emperor Vice has numerous cybernetics installed. These vary depending on the shard but commonly he can assume remote control of technology (except for autochrons and tethers), fire a grappling hook, and all of his senses are enhanced. Other implants have included a flame thrower, surgical tools, and a temporal disturbance scanner.

Emperor Vice has suffered a good deal of chronal instability. This is more evident in some shards than others. The healthiest versions of Emperor Vice attack their enemies directly, while the weakest skulk in the shadows stabilizing themselves by draining others.

Each Emperor Vice considers themselves to be the original and the other shards mere shades to be absorbed. Nonetheless, with great effort, he may draw another shard to his current location, temporarily gaining help. Once this is done they will frequently turn on each other, trying to drain and absorb them until banished back to their original time and place.

When Emperor Vice would normally be killed or succumb to instability he fades away. While most of the time this indicates that the shard is erased from existence there have been encounters with shards who remember fading away and particularly who was responsible. Either a shard can be reconstituted or other shards can absorb their memories.

Emperor Vice is a frequent problem for TimeWatch. In whatever time and place he finds himself his egotism and despotism lead him to try and destroy and enslave local populations. He thinks nothing of unleashing 27th century technology on whatever time period he is in and doesn't hesitate to kill.

He also has a particular hatred of TimeWatch agents, for their part in his predicament. The only reason he keeps them alive is to torture them into revealing the secrets of their autochrons or forcing them to reunite him with other shards. He is personally responsible for killing over two hundred TimeWatch agents.

One of the advantages that TimeWatch has is a shard is not as powerful as the original Emperor. Their technology malfunctions and they exhibit signs of confusion and mood swings. This affects their personality, and while each Emperor Vice is thoroughly evil, this can affect his ability to work with others, including himself.

EMPEROR VICE STATS

Defense: Hit Threshold 4, Armor 3, Health 22-30 (varies depending on which shard is encountered)

Offense: Scuffling +2, Shooting +1; Damage Modifier +0 (cyber punch), +2 (beam pistol)

Abilities: Tempus 30,

Special Abilities: Cybernetics: Technology Override, Enhanced Senses, Data Banks, Grappling Hook (Cost 2 per effect), Chronal Drain (Cost 2), Help Yourself (Cost 5), Mastermind (Cost 0)

Description: Each splinter of Vice has been scarred by the ravages of time. He will wear a mask (preferably made of precious metals, such as gold) and the finest clothes available. His cybernetics are usually visible, marking him out as someone out of time.

ETERNITY WOLVES

Stalked through the centuries, it has found you. Isolated in the wilderness it watches you from between the trees, panting with anticipation. You search for an escape route but see the rest of the pack spread out around you. A howl echoes in the cold air and they hurtle towards you, teeth barred, a rumbling growl escaping from their hungry throats.

The eternity wolves prowl all of time, searching for time travelers to feed upon. They are cunning, intelligent, and relentless. They can leap between years and seconds, stalking prey through the centuries. Once they have found their quarry they can summon the rest of their pack with a howl. Working together they can bring down most human-sized victims.

They can tolerate low temperatures and have been encountered on the final days of many worlds. In this respect they are akin to Fenrir, the wolf of Norse legend with devours the sun and moon (and some agents swear there is a giant eternity wolf that has done just that in some futures).

The eternity wolves are carnivores, preferring human meat. They instinctively know where to find those lost and alone in snowy wastes throughout history. This is just to fill their bellies. To truly feed they hunt time travelers, draining the stability from their bodies.

Displaying their cunning eternity wolves deliberately create divergences in history, to attract time travelers. They usually do this by attacking and killing locals but they can also do this by saving those who would otherwise have died. The most infamous example of this is when a she-eternity wolf suckled the infants Romulus and Remus, protecting them until they could be found by a shepherd and grow up to one day found Rome. There are other tales of them saving those left for dead in the wilderness and assisting these people to gain vengeance against those who wronged them.

They don't do these things out of kindness but because they know that time travelers will be drawn to investigate why history has changed. It is then that the eternity wolves strike, ambushing them before they can clock out. Once they have the scent of a time traveler they can find them anywhere. They can follow them through time and use their ability to teleport to reach them, no matter where they hide. They can use their blink ability to close the distance between them. It is rare for them to attack alone and for every eternity wolf you can see there are two you can not.

Usually, this is the end for a time traveler, but not always. They may bring a time traveler to the brink of instability and then restabilize them. They make these time travelers their servants. Without words, they impress upon these unfortunates that their continued existence is dependent on them bringing other time travelers to them. They often mark these servants, usually devouring an appendage or scarring them.

This can lead to some confusion as humans can mistakenly believe that it is the time traveler who is the master, unleashing his wolves upon his enemies. Previously Time-Watch agents who have come to this conclusion have concentrated on taking out the servant, believing that his animals will be lost, only to find the eternity wolves just as deadly.

ETERNITY WOLVES STATS

Defense: Hit Threshold 4, Health 12

Offense: Scuffling +3, Damage Modifier +1 (bite/claw),

Abilities: Tempus 40, Athletics 12

Special Abilities: Blink (Cost 2+1/subsequent round), Clock Out (Cost 2), Chronal Drain (Cost 2), Embrace Instability (Cost 0), Restabilize (Cost variable), Summoning (Cost 3), Teleport (Cost 2)

Description: Physically they resemble ordinary wolves, with fur of white, black, or silver. Their unnatural nature is revealed in their purple eyes.

FATE TRADERS

The taste of what might have been, a mixture of ash and honey. The promise of a second chance if you'd only let it in. Such a small thing to ask.

Fate Traders are immaterial entities. It is unknown if there are beings who were wiped from time or if they are conceptual beings who might have existed but never came to be. In either case, they deeply resent those who do exist, yet they are dependent on them.

A Fate Trader seeks to trick or persuade a living being into changing their personal timeline. Sometimes the Fate Trader will tell the individual of their future and how they can avoid it. Other times the fate trader will make time malleable, overlaying the 'present' with a moment in the individual's past so that they can change the outcome.

The key is that the individual has to choose to accept their bargain. They will become the fate traders anchor, allowing them to stay in that current time and place so that they can reap the benefit of changing history, even on a minor scale.

Sometimes they strike one bargain just to establish a foothold in one time and place, where they can then exploit others.

TimeWatch agents dealing with fate traders find that they usually can't attack them directly. Instead, once it is established that the local temporal weirdness is related to a fate trader, their anchor must be located. Once their identity is discerned the TimeWatch agent must persuade them to break their bargain with the fate trader or find a way to incapacitate them (unconsciousness or death break the deal).

Upon losing their anchor a fate trader is banished, often accompanied with anguished screams. It is thought that they are either exiled to another time period or that they suffer mental backlash and can take decades to recover.

FATE TRADER STATS

Defense: Hit Threshold 3, Health 22

Offense: Damage Modifier +1 (mental attack)

Abilities: Tempus 24, Charm 2, Intimidation 2

Special Abilities: Branching Point (cost 4), Chronal Drain (cost 2), Disguise (cost 2), Immaterial (cost 0), Impersonation (cost 2), Mental Attack; Mental Damage (cost 0), Psychic: Telepathy (cost 0)

Description: In their native form, they are mere insubstantial silhouettes of man or woman (suggesting they may once have been human). Typically they adopt a more persuasive form when striking a bargain. They may adopt the form of a specific individual if this will allow them to manipulate others. Adopting the form of a dead loved one is a very effective tactic when trying to persuade a human to alter history.

FIREBUG, EZERU

The twitching of antenna, the clack of mandibles. The heat increases, igniting your surroundings. Multi-faceted eyes glitter in the dancing flames.

This sub-species of ezeru is not obsessed with radiation (although they certainly can survive in irradiated regions). Rather they have an attraction to fire, using their abilities to start them where ever they go.

They can release a flammable chemical from their abdomen or their spit gland, igniting it by rubbing their shell or pincers together. This makes them perfect arsonists and are able to expel fire blasts at enemies. Like their cousins, they can impersonate humans but they adopt a new form by burning an individual and inhaling their ashes. They digest this form over twenty-four hours and can retain four different forms at the same time.

Firebugs converge on some of the most famous fires in history, from the fire of Rome to the Great Fire of London. If they aren't directly responsible for the fire they will at least try to make it worse so that they can enjoy the heat for a while longer. In addition to these historical events, they are usually responsible if TimeWatch detects an anomalous fire.

While they typically keep to their own sub-species firebugs have been encountered with other ezeru, especially after a nuclear meltdown or strike, when in addition to radiation fire spreads through the local area.

FIREBUG, EZERU STATS

Defense: Hit Threshold 4, Armor 3, Health 15

Offense: Scuffling +2 (+1 when impersonating a human), Shooting +3; Damage Modifier +2 (pincers), +4 (fire blast)

Abilities: Tempus 11

Special Abilities: Clock Out (cost 2), Impersonation (cost 2), Mutation: Fire starter (cost 2)

Misc: Alertness Modifier +1

Description: Physically they resemble giant firebugs, with a red and black shell and a glowing abdomen.

GLOOP

Wobbling, squelching, oozing. An impossibly wide smile stretching across the mass of semi-translucent slime. A promise that you will like being the same as them. It envelops you, filling your lungs and digesting your flesh as your mind travels elsewhere.

In the late 51st century solid forms are passé, with many species (including humans) adopting the more fluid form of gloop. In a process that consumes their original form people are transformed into slime, retaining their original mass. This new form has a number of advantages.

Gloop decays more slowly than organic flesh, extending lifespan. It is resistant to high gravitational stress, making it ideal for deep space travel. Gloop can reconfigure its' exterior or appearance, meaning that they can change how they look without expensive trips to the fleshsmiths. Multiple gloop can merge, sharing a gestalt consciousness in a body which is made up of their combined mass, while retaining the ability to return to their individual forms at will.

Whole sectors of space became dominated by gloop. Indeed some planets became entirely covered with gloop, millions of individuals sharing a shifting, semi-liquid planet while their minds merged and communicated for centuries.

Other gloop used their extended lifespan and resistance to gravitational stress to explore the depths of space in ships capable of speeds that would kill solid organic lifeforms.

There are gloop who believe that everyone should become gloop, whether they like it or not. If a gloop absorbs an organic being they can digest their body, creating extra mass. At the last possible moment, they convert the brain of the subject, using the mass they've gathered to separate and rehouse the subject's brain pattern. In this way, they can birth new gloop, who they assume will be grateful for the transformation that has been bestowed upon them.

This forceful conversion has created enemies for the gloop. Organic beings who don't want to be turned to slime have waged war against them, destroying their ships should they venture into their territory. Their enemies typically exploit the gloops vulnerability to cold, dropping bombs that reduce temperatures to sub-zero and freezing the gloop into brittle blobs.

While the gloop doesn't have access to time travel technology they have exploited time rifts to escape into the past. Some have found their way to Earth, intentionally or unintentionally. Some just want to blend in, adopting human forms so they can pass unnoticed. Others decided that Earth would be better off if everyone was gloop and start to convert people in the local area. Some gloop are so traumatized by their displacement they fuse into a single, unthinking mass, consuming all their touch.

TimeWatch has had numerous encounters with gloop. Initially, they were believed to be an alien species until research in the 51st century uncovered their true origin. They are unpredictable as they are annoying and TimeWatch does its' best to send the gloop back where they came from.

Attempts have been made to open cordial relationships with the gloop but they've proved themselves to be untrustworthy. The better their relationship they establish with someone the more they have become convinced that their new friend would like to be gloop. Several agents have been lost to this process.

GLOOP STATS

Defense: Hit Threshold 4, Health 13

Offense: Scuffling +2; Damage Modifier +0 (strike), +1 (envelop)

Abilities: Charm 3, Tempus 10

Special Abilities: Fluid (Cost 0), Impersonation (Cost 2), Shape-Shift (Cost 2)

Misc: Stealth +2

Description: A shifting mass of green, semi-translucent goo vaguely of human mass. They can reshape their body but will usually maintain a head and arms. Most don't bother shaping legs, preferring to slide along the ground on a bulbous belly of slime.

Strong emotions tend to overwhelm their control so their faces become almost cartoonish as they as they contort with exaggerated expressions.

INFERNUS

Red skin, pointed ears, horns. A wicked grin and eyes which see your every sin and desire. Dare you make a deal with the devil?

Thanks to existing at a crucial point in the development of the universe the Infernus were able to innately sense how future events would develop and, more importantly, how they might influence these events.

They were one of the first races to develop space travel, during the dawn of the universe. On planet's will low temperatures they wear special heat suits (exposure to cold inflicts +1 damage).

Blessed with virtual immortality they played the long game, manipulating the development of worlds so they could reap the benefits millennia later.

The Infernus' primary tool was manipulation, offering individuals power and influence in return for a favor, often to be claimed at a later date. Their habit of twisting the wishes they granted sowed the seeds for legends of bargains with the devil or genies. Still, there were always those willing to do the Infernus bidding in return for the things they desired.

The Infernus are also scientists. They shared their knowledge in order to accelerate the development of a world or push them in a direction they desired. They would genetically manipulate species to influence their evolution or create new creatures in their labs. All so the world would become what they wanted it to be.

For all their foresight the one element they could never control were time travelers. These random factors were able to disrupt their carefully laid plans and so had to be stopped. The Infernus prevented worlds from developing temporal technology where they were able (which is why Earth was the first planet to achieve this feat) and to kill any time travelers they encounter.

TimeWatch is aware that the Infernus have been active on Earth for a long time, usually operating from volcanic regions or subterranean lairs, close to rivers of magma.

KAFTAR

TimeWatch works hard preventing their influence from changing established history but their influence has been necessary for certain discoveries to be made. Discerning what might be an alteration and what is established history is not always easy for an agent to determine.

Several demonic cults, which exist well into the 20th century, were founded to worship representatives of Infernus. Their infernal sacrifices have no occult power but the elimination of any individual alters history in countless ways. These acolytes and fanatics act as the Infernus' agents, carrying out their will in the world.

While they don't possess time travel they are skilled at planning ahead. No matter what an agent might do they will find that an Infernus will have anticipated such an eventuality and have planned accordingly. Their ability to divine the future also allows them to manipulate a single moment, to achieve the best outcome for themselves.

It isn't always clear what the Infernus wish to achieve, as their end goals can be so far in the future that even TimeWatch can't see them. The greatest clues are those distant, alien worlds that have been conquered by the Infernus. Often the world is terraformed to be volcanic and the native species have had their freewill eliminated, doing only what the Infernus desire of them. These hellish conditions may one day befall Earth itself.

INFERNUS STATS

Defense: Hit Threshold 3, Armor 2 (heat field), Health 20

Offense: Scuffling +4, Shooting +2; Damage Modifier +1 (burning touch), +2 (magma beam)

Abilities: Tempus 30, Charm 10, Falsehood Detection 8, Intimidate 10

Special Abilities: Armor (Cost 0), Branching Point (Cost 4), Flashback (Cost 5 per flashback), Mastermind (Cost 0), Mental Attack: Domination (Cost 3/round)

Misc: Alertness Modifier +2, Stealth Modifier +2

Description: Originating on a volcanic planet the Infernus are red-skinned humanoids, with pitch-black hair and ram-like horns. They thrive in high temperatures and are surrounded by the smell of sulfur.

With scientific detachment they study you. To satisfy their curiosity they must know what is in your heart. To satisfy their hunger they must consume it.

A humanoid canine species (not unlike a hyena) native to the planet Hahayen the kaftar consider themselves a combination of mystics, doctors, and scientists. Able to open portals through rituals they explore the universe, observing other species, and deciding their future.

Upon arrival at their destination, they will seek out and consume the heart of the dominant native species, assuming their form. This ability originated from their ancestors' need to camouflage themselves to hide from aggressive predators on their jungle world but has come to reflect who they are as a people.

Usually, a pack of kaftar will infiltrate and study the local culture. They absorb some of the memories and personality of those whose heart they consumed but tend to distance themselves from those who knew the person they are impersonating so that no one sees through their disguise.

The kaftar believe that the heart is the most important part of the body and have developed scientific tools that can teleport it out of the body. They can then either consume it or use a diagnostic tool to let them know the life the owner of the heart would have lived. By taking hearts from a random cross-section of the community they can draw conclusions about what the future holds.

If the kaftar are unhappy with the future they've seen they will try to change it. They can do this subtly, either using the identities they adopted or ones more suited for the task. If they need a more dramatic change they may simply kill those they believe will lead the society to ruin.

The kaftar aren't aware that they travel in time. The concept is alien to them, despite the fact that they see and change the future. TimeWatch has encountered them several times, attempting to diverge history. In these encounters the kaftar viewed the agents as antibodies, trying to prevent the changes the kaftar believed were best for a healthy society. As such the kaftar are ruthless in dealings with TimeWatch, all the while believing they are the heroes.

KAFTAR STATS

Defense: Hit Threshold 3, Health 17

Offense: Scuffling +4, Shooting +0; Damage Modifier +0 (claws), +1 (bite), +4 (teleportation beam)

Abilities: Tempus 16, Anthropology 4, Outdoor Survival 2, Taunt 4, Athletics 5

Special Abilities: Branching Point (Cost 4), Impersonation (Cost 2 – only of someone they have consumed the heart of)

Misc: Alertness Modifier +2, Stealth Modifier +2

Description: Tall, canine humanoids with brown fur, speckled with black spots. They wear fine robes, determined by their status and role within their society.

They carry themselves with poise and refinement. Only when angered do they let their more bestial nature show, hunching over, baring their teeth, and letting out a cackling laugh.

MORTIS

The stench of the grave, the cold touch of death. The enemy of death, creeping through the dusty eons until all life is extinguished.

The mortis hail from a time period when only death exists in the universe. This is either from the beginning of time, before life developed, or near its end, when all life has become extinct. It is possible that they exist in a point between the end and beginning of the universe, something they refer to as the Moebius bridge.

The mortis are a wraith-like species that animate the dead. If their host body is destroyed the wraith is exiled to the Moebius bridge until they can reform.

No matter their physical form the mortis are resistant to most attacks, as they don't feel pain, and none of their organs function. The only way to stop them is to dismember and destroy their current host body. They are also sensitive to life, able to detect it even if they can't see or hear the source.

They detest the living, wishing to bring death to all of existence but they are also patient. They prefer to slowly stamp out life, rather than do it in one blow. They take satisfaction in subjecting life, breaking their will and forcing them to bring about their own end.

When they want to be a mortis can be very charismatic, bending the will of humans. They appeal to human's desire for power or their bloodlust to secure their service, often offering immortality in exchange for their obedience. They surround themselves with useful agents and dedicated death cults when suitable hosts are not available.

The mortis have a limited form of time travel, establishing time bridges which wraiths can be sent across and animate the dead.

A time bridge causes atmospheric disturbances (usually storms) which can draw attention to such invasions so typically they send through only a single wraith or a small group, to prepare the way for a larger invading force.

TimeWatch has observed the mortis targeting small, isolated communities. Possessing a fresh corpse allows a mortis to infiltrate and interact with the locals while graveyards and other burial sites give them plenty of hosts to select from. They will cut off communications and steadily eliminate those who might oppose them.

They can try to alter history by possessing a historical figure upon their death, stealing their identity, and using their influence to change the future for the worse. Possessing a world leader or a military general can allow them to initiate or extend conflicts which cause more deaths.

Ancient Egypt is a favored period for the mortis, where they can be worshipped as undying pharaohs, but they have also appeared during any period of mass death such as the Black Plague and both World Wars. An infestation has also been encountered within the skeleton lined catacombs of Paris at various points in the cities history.

As the dead are just raw material for them mortis can combine corpses into a single giant body (at a cost of 4 tempus). This requires multiple wraiths to co-ordinate, each taking control of a single limb. Increase the hit points of a giant mortis and increase their damage modifier (up to a maximum of 4). When defeated the giant corpse will collapse into their constituent parts.

MORTIS STATS

Defense: Hit Threshold 3, Health 20

Offense: Scuffling +0, Shooting +0; Damage Modifier -1 (fist)

Abilities: Tempus 10, Charm 3, Falsehood Detection 2, Reassurance 4

Special Abilities: Awareness (Cost 0), Resist Stun (Cost 0), Summoning (Cost 3), Unfeeling (Cost 0)

Misc: Alertness Modifier +2, Stealth Modifier +1

Description: They vary in appearance between desiccated corpses or animated skeletons. Despite their organic forms having ceased to function (if they ever did), they continue to survive.

Their wraith form appears as blue manta ray like creatures, composed of swirling mist.

MARTIANS

The alien war machine strides across the landscape. A flash of light and its death ray disintegrates those around you. Blinded and choking on their ash you fall. The war machine's hatch opens, with a hiss, revealing the boiling blob of green hate that piloted it. Tentacles wrap around your ankle, pulling you to your doom.

Billions of years ago, before TimeWatch undid the damage they caused, time tourists attempted to raise a genetically modified aquatic species on Mars. Combining the DNA of squid, felines, and a small amount of human they created an artificial martian race to dwell in the canals of the red planet. Martians were extremely bad-tempered, learned quickly and developed powerful psychic powers. Before TimeWatch altered the timeline the martians had rebelled and were in the process of killing their human creators.

As they were on the verge of being erased from history the martians used their powers to protect themselves. They went into hiding, salvaging what was left of the time travelers technology so that they could survive as the terraforming they'd carried out was reversed and the planet was no longer hospitable to them.

The martians hated humans, particularly time travelers, swearing vengeance. They had learned enough about their creators and the workings of time travel to know that if they traveled to Earth via their rocket ships that they could trigger choral instability. They would need to wait and plot.

Placing themselves in suspended animation they let automated systems monitor Earth, waiting for humans to advance. They were awakened during the 19th century and prepared to invade. They planned to wipe out 90% of humans, keeping only a small percentage to develop time travel. The humans would then be forced to go back in time and create the martians, securing their existence before the martians wiped out the last of humanity.

Landing in England the martian war machines were no match for the humans' primitive technology. To stop them from conquering Earth TimeWatch agents went back in time, sabotaging their automated systems to prevent them from being awakened from their hibernation.

Some martians retained knowledge of this change in time and were able to psychically awake themselves from their hibernation in 1938, launching a smaller invasion, which landed in New Jersey. TimeWatch agents were able to obtain the help of Orson Welles to warn locals to evacuate the area, allowing the use of futuristic weapons against the aliens without witnesses. Afterwards, the agents were able to convince the public that it had all been a hoax.

Since then TimeWatch monitors the martians. From time to time they awaken or are disturbed and make attempts to invade Earth. Sometimes this is overt and other times they are more subtle, attacking humans in secret so that TimeWatch isn't alerted until it is too late.

TimeWatch can't remove the martians, despite being living anomalies from an erased timeline, because they play an important part in the history of Earth's colonization of Mars. They can only foil the martians' plans and allow time to take its' natural course.

They were designed to be an aquatic species but can breathe air. In water, they can move swiftly but are slow and ungainly on land. They use technology to overcome this, sitting upon anti-gravity thrones and using cybernetic arms to give them greater fine manipulation. This throne can be inserted into their battle tripods, which allow them to engage in large-scale destruction. Their deadliest weapon is the disintegration ray, which can take people and objects apart on the molecular level.

A martian communicate via pure thought. They can cause others immense pain just by thinking about it. They use intrusive mind probes to learn what they can of individuals. If they discover someone is a time traveler they have the natural ability to drain them of stability, to secure their own place in the timeline.

Their society has a military structure, all martians united by a desire to see humans destroyed, time travelers punished and their true homeworld reclaimed. Any invading force will have a mastermind to oversee their battle plans. They have been known to enslave humans to do their bidding or to work with traitors who are promised that they will be spared come the invasion.

They are not particularly vulnerable to terrestrial diseases but native Earth species of cephalopods and felines are extremely hostile to martians, who have been known to fight to the death when confronted with the genetically engineered creatures. Martians also harbor a deep disgust for their own appearance and the fact that they owe their existence to human time travelers. They can be enraged if either sore point is exposed by an agent.

MARTIAN STATS

Defense: Hit Threshold 4, Armor 2, Health 25

Offense: Scuffling +2, Shooting +4; Damage Modifier +1 (cybernetic arms/tentacles), +2 (disintegration ray/mental attack),

Abilities: Tempus 14, Authority 5

Special Abilities: Armor (Cost 2), Chronal Drain (Cost 2), Cybernetics: Battle Tripod (Cost 4), Flight: Anti-Gravity Throne (Cost 0), Mental Attack: Mental Damage (Cost 0), Technology: MartianTech (Cost 2)

Misc: Alertness Modifier +3, Stealth Modifier -2

Description: A martian appears like a giant squid, using their tentacles to manipulate their environment. They have sharp teeth and large, cat-like eyes that make those they gaze upon feel like they are mouse who is being played with before they are devoured. They have enlarged, pulsing brains visible through their transparent craniums.

MINUTIA

Tiny footsteps, darting, elusive. At last you see them and almost laugh. So small and fierce. A scowling miniature face and a sudden prick of pain. Fire fills your veins as you crumble to the floor, your size and weight unable to save you.

Description: Facing dwindling resources in the early 25th century some elected to reduce themselves in size. This allowed what food, drink and power remained to go a lot further. At only a few inches in height these minutia could build tiny cities without being detected. Their society gradually became tribal, using poison arrows to hunt larger animals.

While small in size they experienced time at a faster pace. Their tiny communities grew, as did their number (due to a reduced reproductive cycle). The rest of the population of Earth were barely aware that the minutias numbers were in the millions within only a few short decades.

The minutia thrived until the beginning of the 32nd century. Facing a new ice age the minutia discovered time rifts that were too small for bigger creatures but perfect for the minutia. They ended up scattered across history, finding themselves in Ireland, Scotland, and South Africa in the ancient past. They are thought to have inspired legends of fairies, pixies, and little people.

While small a single minutia can kill a full-grown human with a single poison arrow. Fighting a hunting party of minutia is even more difficult, as an ordinary human is slow and lumbering compared to the nimble minutia. The minutia are quick to anger, especially if they believe they are being slighted due to their small stature.

The minutia retain the knowledge of how to reduce the size of an individual. If they are particularly taken or impressed with an individual they can offer them the chance of joining their number or they can simply shrink someone when they are asleep or knocked out.

They have forgotten how to reverse the process but an agent can use Super Science to reverse engineer the technology.

MINUTIA STATS

Defense: Hit Threshold 4, Health 3 (alone)/10 (swarm)

Offense: Scuffling +1; Shooting +1, Damage Modifier -2 (sword), +0 (poison arrow)

Abilities: Tempus 9, Athletics 4, Burglary 3, Unobtrusiveness 7

Special Abilities: Fluid (Cost 3), Venom (Cost 2)

Misc: Alertness Modifier +2, Stealth +3

Description: The minutia appear as human but only a few inches tall. This can be disorienting, to see such a familiar form at an unfamiliar scale.

Each community of minutia dresses differently. Some wear advanced armor (including jetpacks), while others wear clothes made from skins of small animals they hunted or cloth they've scavenged.

MYTHRA

The same dream, every night. Something at your window. Large eyes, the suggestion of wings. A voice speaks in your mind, quelling your fear. It shows you the tragedy about to befall your community and how you are powerless to stop it. You awake, again, one day closer to disaster.

The mythra are an enigmatic species. They possess the natural ability to move through time, seeking out disasters where there will be a high loss of life. They will arrive before the event occurs, observing those who are due to die or those close to them. Sightings of mythra are therefore an omen of death.

Their purpose for doing this is not entirely clear. They have been none to telepathically reach out to people, telling them of the disaster to come. They speak in such vague and disjointed terms that it is only in retrospect does it become clear that they were talking about the disaster to come.

Their goal doesn't seem to be to avert the disaster, since they never directly warn an individual or reach out those who would be in a position to stop it. It seems that they either wish to observe what an individual does with the information or to prevent that specific person (or those close to them) from dying. Sometimes they don't make contact and simply witness the disaster for themselves before moving on.

They aren't aggressive but can defend themselves, typically swooping down on opponents from a great height or overwhelming them by mentally projecting fear directly into their minds. Solitary creatures, they rarely fight to the death, preferring to escape when they can.

The mythra have never been observed to feed directly and it is thought that they either derive energy from the deaths caused by the disaster or from the disturbances they cause to timelines. Certainly, disasters tend to attract time travelers and so the mythra may find them suitable hunting grounds.

While there has been speculation whether the mythra are alien, cryptids, or a species that arose in the far future of Pangea Ultima TimeWatch has come to the conclusion that they exist outside time or at least from a parallel dimension. This is based on their odd relationship with time and the fact they are never affected by changes in history.

Agents who have mentally conversed with mythra have reported them to be highly intelligent but maddeningly cryptic. They never explain their origins or purpose. They seem to be able to view the future and pity species without the natural ability to see the danger ahead and avoid it.

MYTHRA STATS

Defense: Hit Threshold 4, Armor 1, Health 17

Offense: Scuffling +1; Damage Modifier +0 (claws), +1 (fear blast)

Abilities: Tempus 25

Special Abilities: Clock Out (Cost 2), Embrace Instability (Cost 0), Flight (Cost 0), Mental Damage (Cost 0), Oracle (Cost 0), Psychic: Telepathy (Cost 0), Stealth (Cost 0)

Misc: Alertness Modifier +3

Description: The mythra are a humanoid species (ranging from 5 to 6 feet tall), with insectoid or avian characteristics. They have wings, instead of arms. A mythra can launch itself high into the air in a single leap and then use its wings to glide. They have glowing red eyes, which prevent viewers from seeing the mythra clearly, leading people to describe them as either giant moths or owls. With their back turned to someone and by lurking in the shadows they can pass themselves off as a human, wearing a long coat or cape (in fact their wings draped around them).

NAMUH

A familiar face in the mirror but an unfamiliar look of hatred. Razor sharp fingers reach for your throat. You pull back as they slice your face. Your double climbs through the mirror, wanting more of your blood.

The namuh exist in a parallel dimension, where time flows backwards. Physically they appear human, with the only exception being that their internal organs are reversed. They are born from the ground or reconstituted from ash, getting gradually younger until they become helpless infants and are finally absorbed by another namuh. They were eternally plagued with the suspicion that they had no free will, that they couldn't explain why they did the things they did.

This changed in 2298. A shimmering barrier came into existence, through which they could view the Earth. The namuh discovered that they existed as mere reflections of humans. Their species and their world was actually composed of a highly morphic substance which was shaped by light striking reflective surfaces on Earth. The namuh realized that they would not truly be free until humanity was destroyed.

With concentration, they could turn mirrors into portals. While they retained their physical appearance they were coated in a glass-like substance, making them brittle but also able to cut others with a touch. They could even throw sharp shards to attack those at a distance. If killed they shatter, the glass melting into a strange quicksilver like substance.

They began a campaign of infiltration, replacing their Earth counterparts. Sometimes they would just try to build up their numbers, replacing more and more people within a community. Other times they would target specific individuals, using their knowledge of the future to set in motion events that would lead to humans being wiped out. During these operations, the namuh can use any reflective surface to teleport through and to spy on others.

TimeWatch has clashed with the namuh numerous times. While they lack time travel their home dimension allows them to travel to the past, while retaining knowledge of the future. The namuh have demonstrated that they can successfully keep records and make long term plans, allowing them to entrust plans to disrupt human history to later generations.

The further into the past the namuh travel the bolder they become.

In 2697 BC they launched a full-scale invasion of China. Namuh emerged from every mirror at once, causing chaos as they overcame their counterparts. During this incident, they also displayed the ability to impersonate animals, such as tigers.

Legend has it that they were only defeated thanks to the great Yellow Emperor, Huang Di, who was able to devise a trap that lured the namuh back into the mirror realm and seal them away. TimeWatch agents have been assigned to investigate these events and learn how this was done.

So far TimeWatch agents have only been able to enter the parallel dimension by passing through portals already opened by a namuh. This has restricted the amount of information that can be gathered about it and actions that can be taken against them. Until the dimension can be sealed off a TimeWatch agent shouldn't trust anyone, not even their own reflection.

NAMUH STATS

Defense: Hit Threshold 4, Health 8

Offense: Scuffling +1, Shooting +1; Damage Modifier +0 (razor strike), +1 (shard throw)

Abilities: Athletics 6, Burglary 8, Tempus 10

Special Abilities: Impersonation(cost 2) Teleport via Mirrors (cost 2)

Misc: Alertness Modifier +3, Stealth Modifier +2

Description: Physically the namuh appear human, with the only exception being that their internal organs are reversed.

NUMANITY

Humanities' replacement. Superior, flawless, inevitable. Look upon the face of tomorrow and accept your obsolescences.

In their arrogance humanity believe that they are perfection, the best possible outcome of all of time. They will do anything to preserve the events which led to their creation. To this end, humanity timekeepers are sent to prevent major shifts in time. They are aware of the actions of TimeWatch, so know which alterations are resolved by that organization.

They concentrate on those events that went unnoticed, acting ruthlessly to eliminate a time traveler and put history back on track. TimeWatch is only aware of fluctuation in history that suddenly correct itself.

It is thanks to their precise actions and there own mastery of time travel that humanity has gone unnoticed. If their

presence is discovered they conceal their true nature. When dealing with TimeWatch agents they will often claim to be fellow agents, from their future. Egotistical humanity (which makes up most of their number) may push this, claiming to be part of a secret elite group of TimeWatch or the masterminds behind the Citadel. If this fails they will try to eliminate the time traveler.

If they encounter a time travel who they can't kill for fear of altering time, they use a form of memory alteration to erase all knowledge of them. If forced to they will make the time traveler believe that they are responsible for fixing time, although no humanity agent likes letting someone else take credit for their work.

They do this because they believe that if other time travelers knew about them they would be jealous of them and due to their primitive minds find their methods distasteful. It would be inevitable that these time travelers would try to prevent the future that birthed humanity. This they can't allow.

TimeWatch is currently unaware of humanity. The only ones that are rebel groups, such as Restoration, and even they believe that humanity is part of TimeWatch. If TimeWatch were to discover the truth about them they would find themselves in a new temporal conflict against opponents who are physically, mentally and technologically superior to themselves.

NUMANITY STATS

Defense: Hit Threshold 3, Health 12

Offense: Scuffling +2, Shooting +2; Damage Modifier +1 (Crystal fists), +2 (Eradicator Beam)

Abilities: Tempus 20, Authority 5, History (Ancient/Contemporary/Future) 5, Athletics 7

Special Abilities: Clock Out (Cost 2), Disguise (Cost 1), Resist Stun (Cost 0), Stony (Cost 0)

Description: The humanity originate from the 61st century but don't exist in their current form until the 71st. A combination of a genetically engineered strain of humanity and an advanced crystalline android race. In their natural form, they are a 7ft tall mix of flesh and crystal. Integrated technology allows them to disguise themselves, preferring forms that speak of aristocratic fine breeding.

PARADOX BUG (SWARM)

The bug in the system. The thing that should not be.

The paradox bug has an unusual origin. They infest time periods, consuming crops, cutting down living creatures, and eroding buildings. When they sense a time machine they stowaway, remaining dormant until the machine returns to an earlier period.

The paradox bug will then breed rapidly, creating the later generations that will infest the time period and eventually stowaway on the time machine. They are born from a paradox, a bug in reality.

Other paradoxes can also spontaneously create paradox bugs. Anytime a time traveler sends a message to themselves in their past or tampers with their personal history paradox bugs crawl from the shadows. They seek that travelers' means of travel, waiting centuries if need be, and travel back with them when the time comes.

TimeWatch has had to eliminate paradox bugs in several time periods. This usually requires identification of where the time loop occurs and exterminating all of the paradox bugs before they can create themselves. Other times paradox bugs are part of times natural defenses, feasting immediately on a time traveler, the moment a paradox occurs so that both their past and present versions die.

A paradox bug can't stowaway on a collapsed autchron, but they can hide in an agents' belongings. If an agent finds themselves in an infested time period (usually as the result of failing a Travel check) they are advised to check their belongings thoroughly before traveling into the past.

PARADOX BUG (SWARM) STATS

Defense: Hit Threshold 3, Health 10

Offense: Scuffling +1, Damage Modifier +0 (engulf)

Abilities: Tempus 15

Special Abilities: Chronal Drain (Cost 2), Destabilize (Cost 2 or 4), Flight (Cost 0), Hivemind (Cost 0), Immaterial (Cost 0), Summoning (Cost 3)

Misc: Alertness Modifier +1, Stealth Modifier +2

Description: Resembling a moth or butterfly this insect's wings are an unnatural color, such as neon blue or ultra-violet. Their wings are like glass, sharp enough to cut those it brushes against. When they swarm they cut an individual to ribbons, bringing down even the largest prey.

PELAGORNITHIDS

Kings of the sky. Winged predators supreme.

Once numerous the reason for the extinction of the pelgornithids is something that has intrigued Time-Watch. Scientific research teams have observed that global cooling diminished the food stocks in the oceans (especially around Antarctica) which reduced their numbers, although it doesn't account for their mass extinction.

TimeWatch has encounter time travelers specifically hunting the pelagornithids, either for sport or because they claim to be from a timeline where the birds are a constant menace, having evolved to hunt land animals, rather than confining themselves to dining on sea life. Some seek to capture the birds, to add to their collection or their dinner table.

Reports of the pelagornithids migrating to regions experiencing a high number of time rifts suggest that rather than going extinct they were scattered across time. While the pelagornithids are mainly a threat during their 60 million year reign they can be encounter elsewhere. Usually, they are alone and have been the source of the legends of rocs, thunderbirds, and quetzalcoatl. Larger numbers have been encountered in the far future, hunting off the coast of Pangea Ultima.

PELGORNITHIDS STATS

Defense: Hit Threshold 4, Health 30

Offense: Scuffling +3, Damage Modifier +2 (bite)

Abilities: Tempus 6

Special Abilities: Flight (Cost 0), Strength (Cost 0 or more)

Description: These prehistoric sea birds were true giants, with wingspans that could reach up to twenty-foot. For 60 million years they ruled the skies, swooping down and carrying away cephalopods, fish, and smaller sea birds in their toothy beaks. Then 2 million years ago they went extinct, for reasons that still haven't been discovered.

The pelagornithids 'teeth' are actually keratin, the same substance fingernails are made of, and so break easily. This points to them preferring soft-bodied creatures but, as some agents can attest, they will swoop down and try to carry off anything they think looks tasty. If they can't bite through the hide of the creature (or an agent's armor) they may try to drop their prey from a height to soften them up.

PRIMAL

Nature, raw and powerful. We are your gods. Worship us, pray to us or face the consequences.

The primal are psychic entities that act as nature spirits. They are sustained by the belief and worship of humans. Some primal are benevolent, ensuring crops grow or smooth sailing in return for obedience, while others use fear to motivate humans to worship them.

In addition to this devotion, they encourage their followers to protect nature. This includes preventing the development of technology and the murder of those who despoil the wilderness.

The primal are found from the dawn of humanity. As their worshippers die or turn away from them their power ebbs but they never fade entirely. They can whisper in the minds of others, leading them to their holy places and blessed artifacts to form new cults. It is only in the industrial age that they are silenced, with the exception of a few isolated cults.

TimeWatch has had to prevent the primal from derailing human development on numerous occasions. This is always a difficult prospect because in addition to their dedicated cultists the primal are powerful in their own right. They can dominate the minds of those who oppose them, turn nature against them and their forms are resilient and quick to heal.



Rather than attacking them directly, it can be easier to starve them off faith. If their worshippers can be persuaded to turn away from them or forget them entirely the primal is silenced. While they might not be able to be eliminated they can't have an impact on the world without someone who believes in them.

PRIMAL STATS

Defense: Hit Threshold 4, Health 20

Offense: Scuffling +2, Shooting +1, Damage Modifier +1 (strike, tree club, wave, antlers, horns), +2 (boulder hurl, thorn blitz, mental attack)

Abilities: Tempus 30

Special Abilities: Distortion (Cost 2), Mental Attack: Mental Damage (Cost 0), Domination (Cost 3/round), Immaterial (Cost 2), Nature Control (Cost 1), Regenerate (Cost 2), Strength (Cost 2), Universal Attack (2 per target)

Description: They come in many forms, from half-men half-deer to giant humanoid figures composed of water, earth, air, stone, or plants. They take root in regions that are rich in the element of nature that they represent.

QILIN

A mane as bright as the sun, a body as strong as an ox. Loyal servant of the gods, bestowing knowledge of the future on those wise enough to listen.

The qilin were designed to protect Chinese history. They would go back to ancient China and presents themselves as servants of the gods, offering prophecies and blessing those who would be emperor. Even if a time traveler were to influence events the qilin would push history back on track.

It was programmed into the qilin that they must take every effort to minimisz their impact on history. Stepping on even one blade of grass could cause history to diverge. To this end the qilin float (due to anti-gravity implants) and are reluctant to cause harm to any living creature.

This doesn't mean that the qilin are defenseless. If anchored they can use their antlers to gore opponents, crush them beneath their hooves (which they have instead of claws) and unleash the fury of their fire breath. If someone refuses to accept their divine nature the qilin are perfectly happy to make an example of them).

Originally created to be genderless regressive genes nonetheless resurfaced. The male of the species were called the qi and the females lin. This led to qilin bonding and forming family packs when they should have been preserving history and delivering messages for their masters.

They formed their own royal courts, expanding their influence through out Asia, including Japan, Thailand, Korea, and Vietnam. They still preserve history and provide the locals with prophecy but they also demand tribute from humans. They wish to be perceived as divine in their own right, and not just servants of higher powers.

The natural children of qilin are born within the cybernetic implants of their parents, so have limited intelligence, are mute, and can not travel in time. The royal court of qilin take such children to the late 25th century, where they force those who once made them to upgrade their children. They have selected a particular moment in time where they can hold the scientists hostage for several days, allowing multiple future generations to be upgraded before the authorities are able to regain control of the lab and shut down production of further qilin.

TmeWatch accepts that the qilin are beneficial in protecting the history of the countries they are active in but have had to take action to curtail the actions of their royal courts. While normally regal and open to diplomacy their children are increasingly unruly and arrogant, taught by their parents that they are gods in their own right.

QILIN STATS

Defense: Hit Threshold 4, Health 18

Offense: Scuffling +2, Shooting +1; Damage Modifier +0 (bite/horns), +1 (Stamp/Fire Breath)

Abilities: Tempus 8, Authority 8, Bureaucracy 5, Charm 4, Falsehood Detection 7, High Society 5, History (Ancient) 7

Special Abilities: Clock Out (Cost: 2), Cybernetics: Flame Breath, Technology Link (Cost 2 per effect), Flight (Cost 0), Oracle (Cost 1), Strength (Cost 0)

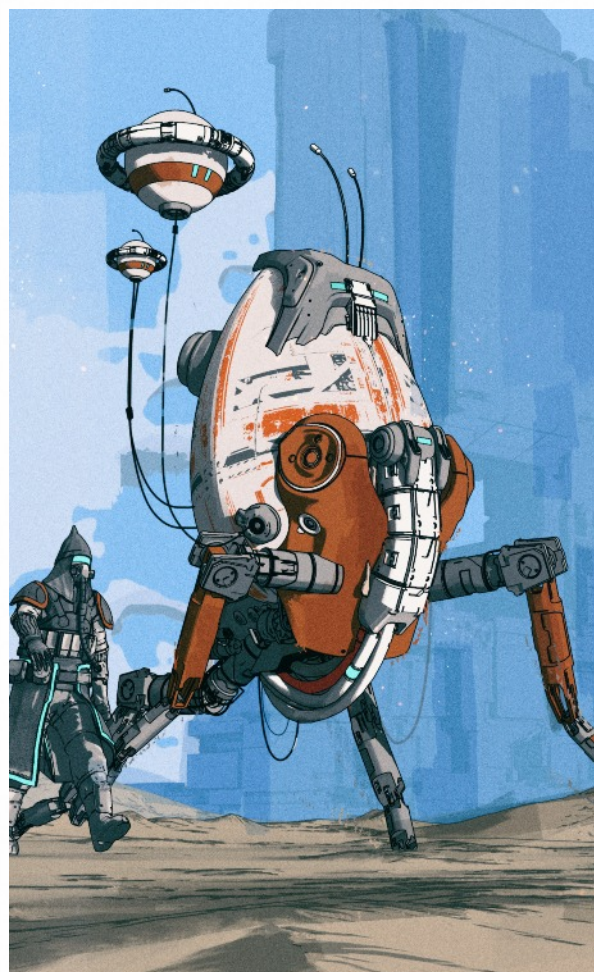
Description: The qilin are genetically engineered animals created in the mid 25th century. They are primarily based on lion DNA, but combined with bear and deer genetics, increasing their size and giving them impressive antlers. Cybernetics (resembling jewels) give them the ability to travel through time, connect with machines, and allow them to speak. Giving them a layer of rainbow scales beneath their fur was purely an ascetic choice.

QUARAN

The orb floats towards you, propelled by the metal legs hovering at its side. Black, alien orbs glide across its' surface, fixing you in its' sights. You are bathed in a green beam, scanning you for disease. After only a second an intertwining mass of metal spins in your direction as an electronic voice chants 'Sterilize!'

The quaran are an alien race from the distant planet of Tine, who used germ warfare to wipe out the other species they shared their world with. They lived in their sealed cities, unable to emerge due to the viruses which still swarmed across the ruins. Nonetheless, they believed their victory was worth the price that had been paid.

In 2342 an Earth ship crashed on Tine, debris from the vessel breaching several quaran cities. The inhabitants were forced to enter isolation shells, personal mobility pods, while those who were infected were ruthlessly eliminated. What those within their shells would never admit was that they also had been infected, the viruses mutating their bodies. Afraid of what their fellow quaran would think they each remained in their isolation shells, internal medical systems keeping them alive but doing little to diminish the pain they were in.



Until this point, the quaran hadn't ventured beyond their planet but they now realized that as long as other life existed elsewhere there was always the chance that they would be vulnerable to new infection. Their only choice was to sterilize the rest of the universe.

They began with Earth, jump-starting their space program with technology salvaged from the crashed starship. Reaching Earth in 2470 they unleashed a deadly virus in Indonesia, triggering a new dark age. It is only due to swift actions of TimeWatch agents that they prevented the quaran from finishing off humanity with the deadly sterilization rays.

Their conflict with TimeWatch made the quaran aware that time travel was possible. While they had some early success with primitive time machines small groups of quaran have a tendency to turn on each other (wishing to out others as infected before someone can accuse them) so they typically generate static wormholes, allowing them to connect two different time zones.

Quaran are encountered throughout space and time. They make up for their small numbers (quaran are virtually ageless but can't reproduce) by depending on slave labor. They weaken a planet with exposure to a virus tailored to drastically reduce the population. They cure a manageable number of slaves who mine materials and assemble weapons for the quaran. Once the resources of a planet have been exhausted it is destroyed by placing detonation devices at its core.

Earth is a particular focus for the quaran, as TimeWatch keeps foiling their plans to conquer and destroy. They've been encountered during time periods where disease is rife. They are either responsible for unleashing these plagues or hope to obtain a sample that they can use to perfect a new deadly disease.

The quaran also continues to try and find a cure for their own condition. This is hampered by the fact that no quaran will admit that they are infected. Even without this hindrance, they are infected by numerous viruses so there is no single cure that would work on the whole of the species.

The quaran will only emerge from its' pod in extreme circumstances. Originally they appeared almost human but the virus has mutated their forms in numerous hideous ways. Some of these mutations can be useful, such as tentacles, venom spit, or telepathic powers. While this can make them more dangerous using these mutations can mean the quaran is targetted for death, so they must ensure their own kind doesn't find out.

Exposure to a quaran outside of the pod means there is a good chance of contracting the virus it carries. The anti-viral inoculations provided by TimeWatch are only partially successful against these viruses. They can cause mutations, disorientation, and death.

QUARAN STATS

Defense: Hit Threshold 4, Armor 3 (isolation shell), Health 10

Offense: Shooting +2; Damage Modifier +2 (sterilisation ray)

Abilities: Tempus 15, Intimidate 5, Tinkering 10

Special Abilities: Armor (Cost 3), Cybernetics (Cost 2), Infection (Cost 0), Mutation (Cost 2), Stun (Cost 0)

Misc: Alertness Modifier +1, Stealth Modifier +0

Description: When encountered a quaran will always be found within its isolation shell, which might as well be part of it.

The standard model Consists of a pearl-white orb, floating between three to six legs/manipulators. This gives them a spider-like appearance, as they scuttle around. These mechanical appendages can fold in, focusing the anti-gravity effect so they float across uneven surfaces.

On the outer surface of the orb are several circular optic sensors, the rod of its sterilization ray and an external voice unit (from which the quaran's chant of "Sterilize! Sterilize" can be heard). Each of these can slide across the orb in any direction. This allows the quaran to effortlessly receive input from any direction and defend itself against any virus carriers.

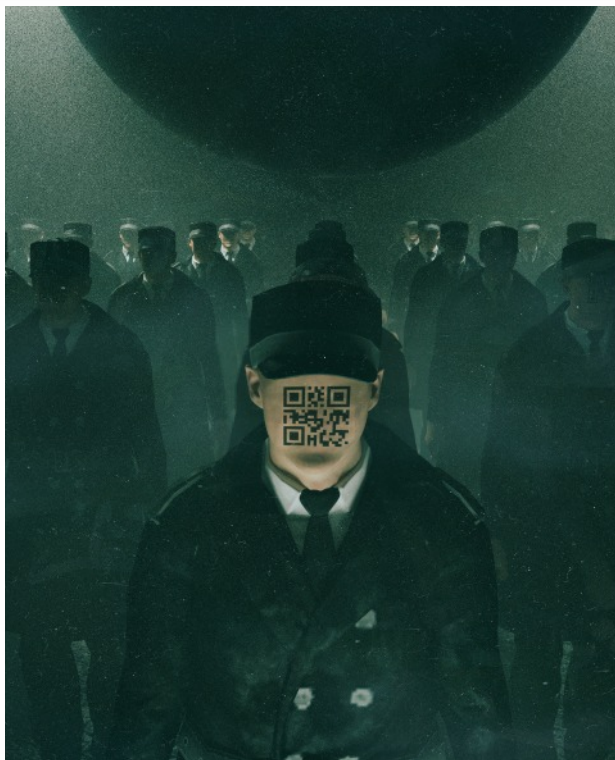
Quaran who achieve higher status indulge themselves with larger pods, more elongated in design, adorned with colorful banners.

REDACTED

You are not authorized to know this information.

Description: The Redacted originate from sometime around 2248. Their mission is to remove details from history, preventing other time travelers from discovering them. Sometimes this is because if people knew the detail they could change significant portions of history. Other times the details are just embarrassing to future authorities or historians.

Their most potent ability is to censor the human mind. It is unknown if this is due to a psychic ability that the Redacted are trained in or due to an advanced device, but they can make it difficult for someone to recall a censored fact.



If they can remember it they'll find it virtually impossible to communicate the fact, either verbally or in writing.

The Redacted rarely alter history. They just make it harder to discover. In addition to censoring the minds of those who know the details, they remove printed texts about the event in question and remove evidence that it happened. This censorship isn't perfect, usually leaving a conspicuous gap in time which alerts time travelers to their interference.

When confronted directly the Redacted use squad tactics. They seek to overwhelm and capture, taking trouble makers away to be censored. Once their minds have been altered, and any electronic data wiped, they are dumped somewhere safe. It is rare for the redacted to try to cause permanent harm.

REDACTED STATS

Defense: Hit Threshold 4, Armor 1, Health 11

Offense: Scuffling +2, Shooting +2; Damage Modifier -1 (martial arts), 0 (taser)

Abilities: Tempus 20

Special Abilities: Clock Out (Cost: 2), Disguise (Cost: 1), Distortion (Cost: 2), Mental Attack: Censor (Cost: 3)

Misc: Alertness Modifier +2, Stealth Modifier +3

Description: Every redacted wears a face mask, which only exposes their eyes, mouth, and nose. It is made of a material that induces a post-hypnotic suggestion.

When someone looks directly at the Redacted their mind fills in the blanks, giving them the impression they are looking at a normal face. When they look away they find they are unable to retain details of what the person looked like. Electronic recording devices are unaffected by this, as are people who view the recording.

In addition to their masks, they wear uniforms, usually black or brown in color. They wear thick, military boots and gloves that prevent them from leaving any fingerprints behind. They carry themselves with authority, acting swiftly and decisively.

REGRESSOR

Stop the clocks. Destroy the machines. Death to the future. Long live the past.

When an item is before its own time era it begins to break down, preventing advanced technology from affecting the timeline. There are people who can trigger this same effect in technology that is concurrent with the current time period. Machinery and devices around them simply stop working, eventually falling apart and disintegrating.

Regressors are usually people who are stuck in the past. They have decided that technology had reached its peak at some point in their past and everything since is technology gone too far. These individuals typically isolate themselves, to reduce their exposure to the technology they despise so it may only be on rare occasions that their power manifest.

Other regressors may have been raised in religious societies that place a restriction on certain technology. Any time the regressor is exposed to advanced technology their religious convictions trigger their power, treating it as an anachronism within that environment.

On rare occasions a regressor actively wages a campaign against the technology they disapprove of, demanding that it be removed. Some luddites in the 19th century were regressors, as are some cult leaders in the post-apocalyptic 25th century, who claim that the downfall of humanity was caused by advanced technology.

It is believed that regressors are individuals possessing another psychic ability to impose their unconscious will upon time itself. They are rarely a direct threat and more of an inconvenience. They can cause more serious problems when their power prevents technology from working at a crucial moment which can alter history.

TimeWatch advises that either a regressor should be isolated or to render them unconscious and send them to the Citadel so their attitude to technology can be surgically altered to be more in line with their native time zone.

REGRESSOR STATS

Defense: Hit Threshold 3, Health 8

Offense: Scuffling +0, Shooting +0; Damage Modifier -1 (fist)

Abilities: Tempus 10

Special Abilities: Anachronism Aura (Cost 2), Electronic Interference (Cost 2)

Description: A regressor usually wears clothes that belong to a previous era, showing their longing for the past.

REMEMBRANCE

Perfume, petal, leaves and thorns. Made to remember the past, made to celebrate the dead. When all is gone the flowers with remember.

Genetic samples can not only preserve biological information about an individual but with the advent of cloning technology bring them back to life. The problem is that genetic samples can only be preserved for so long. To solve this problem individuals DNA could be spliced with plants, typically flowers. Each generation of flowers could preserve the original DNA, ready to be extracted at any point in the future.

When humanity fell automated remembrance gardens continued to ensure these flowers grew. Over time the flowers mutated, incorporating more and more of the human DNA that had been spliced into them until they became a humanoid human/plant hybrid.

The remembrance, as they called themselves, instinctively knew that their purpose in life was to ensure that humanity was remembered. They thought that humans were extinct, unaware that some survived in vaults deep beneath the ground, and they could not survive in the harsh environment outside their gardens. They turned instead to time travel, recovering enough to build time projectors.

Now the remembrance scatters themselves across history. They seek fertile ground to take root and seek ways to preserve humanity into themselves. They seek out those who are due to die in conflicts or disasters, planting a seed within them that will, upon their death, consume their body and allow a beautiful flower to grow that contains both their DNA and their memories.



Each new flower joins the hivemind, giving each remembrance access to who they were.

A remembrance can alter its appearance by forming a bond with an individual's DNA. They incapacitate the subject with their sleep pollen and plant a seed, which envelops their body in a pod-like plan structure. As long as the pod lives it can broadcast new human DNA to the remembrance, allowing them to take on the appearance of the individual.

While the remembrance sees their mission has benign they have a different perception of life. They believe that they can kill a person, as long as they are remembered, either by implanting a seed in them or the individual remembrance simply surviving and remembering them. This justifies them killing others in pursuit of their large mission.

Those who are about to die aren't all that the remembrance seeks to preserve. It can also be a way of life. They may infiltrate communities which are on the verge of dissolving (usually due to an economic downturn or technological advance that makes their community redundant) and infect them.

They keep the community trapped in a set routine, never growing or changing until they die, upon which time their flowers will bloom.

The remembrance comes into conflict with time travelers, such as agents from TimeWatch, when they prevent to avert disaster or change history in a major way. The remembrance would prefer things to stay the same, no matter who dies so that their flowers can blossom and the true history be remembered. When possible they use their pollen to incapacitate individuals so they can't interfere but if forced with tear into them with their thorns.

The remembrance can become incensed if their flowers are destroyed. There is no greater crime than allowing the memories of the dead to be lost. If this happens they will descend on mass on the destroyer of their flowers. While this is a fearsome sight to behold it can make them act impulsively, allowing agents to exploit their weaknesses.

REMEMBRANCE STATS

Defense: Hit Threshold 4, Armor 2, Health 12

Offense: Scuffling +3, Shooting +1; Damage Modifier +0 (thorns), Stun 5 (sleep pollen)

Abilities: Tempus 15

Special Abilities: Clock Out (Cost: 2), Hivemind (Cost 0, 2 to indoctrinate), Impersonation (Cost 2), Mental Attack: Read Mind (Cost 1), Regenerate (Cost 2), Stun (0)

Description: Physically a remembrance resembles the man or woman that forms the basis of their human DNA, but they will be covered in brown bark or green skin. Instead of hair, they have flowers or leaves. They can try to conceal these features but anyone who gets a good look at them will know they aren't human.

ROGERS

Strength, agility and precision. A warrior for the 21st century, loyalty ingrained.

Once it became possible to edit the DNA of infants there was the obvious temptation to create genetically perfect soldiers but it was the mega-corporations who put this into practice. They found their way around both the law and ethical questions to legally own children who were grown in their labs. In addition to optimizing their physical abilities fear, guilt and pain were removed from their genetic code.

Named after a famous fictional super soldier from the 20th century the Rogers grew up to be perfect, unquestioning warriors.

They would fight for anyone who paid enough but their loyalty remained to the corporations. They would do whatever was needed to secure victory, even sacrificing themselves if need be.

The rogers were controversial figures, especially when they were used to control civilians. Police forces would hire teams of rogers to deal with extreme threats or to help disperse protests. Corporations frequently used their rogers as a personal security force, protecting valuable sites.

Rogers were eventually phased out in 2120. Their genetic engineering wasn't always perfect, leading to psychosis in some rogers. The corporations attempted to shorten their lifespan, requiring the rogers to take a strictly controlled drug to stay alive once they were 30 (keeping them under the corporations' control). This led to a group of rogers going underground, raiding corporation facilities, ambushing their automated transporters, and carrying out terrorist attacks in order to obtain the drugs they needed. Eventually, the corporations switched to using robot soldiers.

The rogers represent an added level of opposition and security for agents operating in the latter half of the 21st century. A roger is strong, agile, and well-versed in combat. Their almost complete lack of ability to feel, both emotionally and physically, makes them difficult to reason with and near impossible to stun. Their single-mindedness when carrying out a mission is fearsome to behold.

ROGERS STATS

Defense: Hit Threshold 4, Armor 1, Health 8

Offense: Scuffling +3, Shooting +3, Damage Modifier +1 (punch/kick), +1 (assault rifle)

Abilities: Tempus 4

Special Abilities: Strength (Cost 0 or more), Unfeeling (Cost 0)

Misc: Alertness Modifier +1

Description: Rogers appear to be the peak of physical human perfection. They are usually wearing the uniform of their employer (whether it be the military or a corporation).

ROT

Decay, disease, entropy. An evil from beyond time. An infection that corrupts the flesh of history. Maggots devouring all sense of decency.

The true nature of Rot is a mystery. The only theory which has received any traction was provided in the 27th century by Professor Kesslam's 'The Source Of All Evil'. Largely discredited there remains some disturbing facts that TimeWatch is not entirely ready to dismiss.

The theory is that there existed a universe before our own. The inhabitants of that dying reality knew that the universe would be reborn and that new life would come to be and they hated that. They turned that hate into a weapon that would survive their destruction and ensure that those who followed them would die miserably.

Rot is that weapon. It is akin to radiation, spread across existence during the big bang. It infuses itself into organic matter, planting a seed of self-destruction. It subliminally compels beings to not only kill others for reasons other than survival but to make them suffer. The rot feeds on the negative emotions caused, spreading, and multiplying.

This doesn't absolve people of evil acts, free will still exists. Everyone has some amount of rot contamination but can resist its' influence. Those who act on the evil thoughts the rot encourages allow it to spread and consume them. Once they reach a critical point they become dominated by the Rot. While they may be able to maintain a facade of humanity their every waking moment is consumed with a desire to commit evil.

It isn't always clear who will be overcome by rot, although direct action seems to play a part. Some of the worst dictators in history have a relatively low amount of rot, compared to prolific serial killers.

Just being touched by a Rot can stun an individual as their mind is bombarded by horrific images and thoughts. They infect others with their evil or cultivate the rot that lies within them.

Some Rot are just killers, while others can inflict misery in other ways. There are just as many petty and vindictive cops, landlords and politicians who can become host to Rot. While most are egotistical enough that they will not want to share their power there are Rot who recruit others, actively creating more of their kind.

Destroying Rot is difficult, due to their ability to draw upon ambient Rot to accelerate their healing.

If there is anything left of those infected souls they can potentially be appealed to and encouraged to fight off the hold the Rot has on their mind. Psychic weapons, especially those fuelled by positive emotions have been known to be effective against the Rot.

The very environment around the Rot will decay. Machinery fails, buildings fall apart, water is poisoned, vermin infest the vicinity and crops fail. The longer the Rot dwells in a region the more pronounced and the further reaching this decay is. By analyzing the epicenter of this decay Rot can be found.

The evil acts of Rot stain the environment. Even if the Rot is defeated they leave behind a legacy, corrupting those in the future. Sometimes a Rot imprints their whole personality, allowing them to return in a new body if their original form was destroyed. Similarly, objects they touch can carry the Rot (usually the weapons they use to inflict wounds and pain).

In the 27th century, Professor Kesslam's book brings a larger awareness of Rot. Professor Kesslam oversees the invention of Rot Detectors and Extractors but they have limited effectiveness. Kesslam formed his own new age religion around expelling Rot influence, which led him to be banished from the scientific community. Certainly, TimeWatch doesn't use his tools when hunting Rot.

The Rot don't possess time travel but they are found throughout history. They have infected our universe and are not a part of the natural order of things. Left unchecked their evil can diverge history. As such TimeWatch locates Rot, both removing the source and cleansing the environment.

ROT STATS

Defense: Hit Threshold 3, Armor 0, Health 20

Offense: Scuffling +2; Damage Modifier +0 (corruption touch)

Abilities: Tempus 20

Special Abilities: Decay (Cost 2), Infection (Cost 0), Mind Control (Cost 3 to establish), Regenerate (Cost 0 or 2), Stun (Cost 0)

Description: A host for rot reveals their corrupt nature when indulging their worst impulses. They project a psychic imprint, making them appear as rotting corpses, their flesh riddled with maggots or consumed by the deepest of shadows.

TEKA

Mischief, sabotage and theft. Tiny hands, long tails and vicious bite.

Originating from the grassy plains of Pangea Ultima, the teka (so called because of their distinctive calls) are primates with a knack for dismantling technology. They travel in troops, scavenging for food, communicating at range with their loud calls, hand gestures, and with their long tails. This allows them to coordinate their activities, alert each other to danger and scare away predators.

While little of human civilization remains in Pangea Ultima there are scattered ruins and relics of the past. The teka learned that there was sometimes food within the metallic objects they found and they became adept at using their small fingers to prise them apart. Their natural curiosity would lead them into subterranean vaults, forcing them to use their natural agility to overcome security systems and traps.

They evolved an ability to build up an electric charge, which causes their fur to stand on end, and then release it, disrupting electronic devices in their vicinity. They typically do this when they feel threatened. A troop of teka can co-ordinate this, disabling technology in a large area.

Teka are a hazard for any time traveler exploring Pangea Ultima. The small, golden furred monkeys may appear harmless but they can use their sheer numbers to overwhelm an individual, stealing food or shiny objects from their baggage and pockets. A troop of teka can strip an unattended time machine to its component parts within minutes.

Occasionally a teka (or a troop) will pass through a time rift. If they are able to survive in the environment they find themselves in they can accidentally diverge history by dismantling technology, or interfering with electronics, at a crucial moment. It is suspected that some reports of gremlins during world war II can be blamed on time-lost teka.

TEKA STATS

Defense: Hit Threshold 4, Health 6

Offense: Scuffling +0; Damage Modifier -2 (claw)

Abilities: Tempus 10, Burglary 5, Tinkering 8

Special Abilities: Electronic Interference (Cost 2), Spider Climb (Cost 0)

Description: Golden primates with long, swaying tails. Intelligent eyes and the surrounded with sparks of electricity.

SASAQUA

From the depths of the water they come. Scales, fins and hands. Enemy of the surface, masters of the sea.

With sea levels rising and cities being abandoned there were those who turned to biotechnology to adapt them to aquatic life. People surgically implanted gills, fins, and tentacles so they could not only survive but flourish in the water. Soon entirely submerged communities began to be established on the sea bed. These people became known as the surgically altered aquatics (or SAA).

As they breed they manipulated the genes of their unborn children, so they would be born with the natural advantages of their parents. They interacted less and less with the humans who stayed on land, seeing themselves as a new species. For the most part, they lived in peace.

After several generations the SAA, found themselves at odds with humanity, who continued to pollute the water or overfish the sea. Worse there were human extremists who saw any who had altered their DNA as abominations. They were harassed and drive from their homes.

Discovering an underwater rift in time the SAA fled into the past. Arriving 1300 BC they established new underwater kingdoms. Still bitter at humanity for driving them out they became pirates, building ships to raid coastal towns and cities in the Mediterranean. The locals called them the sea people, while they called themselves the sasqua. Slowly, but surely, they forgot they had ever been human.

Their reign of terror was ended after a number of conflicts with the pharaohs Ramesses II and Ramesses III. By 1178 BC they were once again forced to flee their underwater cities. They scattered, thinning their numbers, hiding until they could rebuild and strengthen their forces.

The sasqua are responsible for many tales of sea monsters throughout history. They retain some biotechnology and have breed new underwater species, using telepathic powers to control the creatures they create. They may also be responsible for the legends of Atlantis

For centuries they have attacked sailing vessels or launched attacks against coastal communities. They protect the oceans, becoming more aggressive throughout the 20th century as pollution increases. They were also active during both world wars, unhappy that these conflicts had spilled into the waters of the world, attacking forces on both sides.

Having been hunted time and time again the sasqua do their best to hide their existence from humans. They are successful enough that most consider them myths.

The British and American intelligence services became aware of them during the Second World War but the lack of further sightings or hard evidence meant they were mostly forgotten by the 1960s.

TimeWatch is aware of the sasaqua but not of their origin. The current belief is that they are an aquatic species that evolved in parallel with humans. Only agents who have noticed that the sasaqua vanish from the timeline if history is changed so biotechnology isn't developed have begun to suspect the truth.

After several generations, the sasaqua can breed naturally but occasionally a child is born with repressed aquatic features, which must be surgically fixed. The sasaqua can use their biotechnology to adapt humans, which they will do if they take pity on humans who are drowning (usually women and children), making them part of their communities.

SASAQUA STATS

Defense: Hit Threshold 3, Armor 1 (scales) Health 16

Offense: Scuffling +1, Shooting +1; Damage Modifier +0 (claws), +1 (trident)

Abilities: Tempus 14, Athletics 10, Vehicles 4,

Special Abilities: Armor (Cost 0) Extra Action (Cost 2), Mutation – Tentacles, Aquatic Adaption (Cost 2 per effect)

Misc: Alertness Modifier Out of Water -1/In Water +2, Stealth Modifier Out of Water +0/In Water +3

Description: Physically the sasaqua are humanoid, with a mixture of aquatic features. Most are scaly but their coloring and patterning varies. Some have tentacles in addition to their two arms and legs while others have a tail which allows them to swim faster. Others are capable of bio-luminescence, electrical discharge, or shooting ink. sasaqua use tridents, in addition to any natural weaponry, and nets (used for fishing and to entangle foes).

SCHRÖDINGER'S CATS

Neither living nor dead, neither here nor there.

These feline exists in a state of quantum uncertainty. They prowl the timelines, causing mischief and multiplying with each divergence in history. They were created in twisted experiments in which they had a 50% of survival. The theory was that until they were observed they would exist in both states, their survival or death only determined when they were observed. The theory was wrong.

These cats retained their quantum uncertainty. They destabilize their environment, changing what did happen.



When history diverges the cat splits into multiple copies, one for each divergence. It can be quite a disgusting sight to see the cat's duplicates grow like tumors from the originals.

Schrödinger's cats are a nuisance and pest for time travelers, especially for TimeWatch. While they have only basic animal intelligence they are crafty, getting into places they shouldn't. Their presence naturally causes history to go off the rails. They have to be removed from an area to allow time to heal.

If threatened these felines can multiply themselves, causing havoc as they simultaneously attack and flee, teleporting when they feel trapped. They shape reality around them, finding the one timeline in which they survive. This can make it very difficult to capture or kill these cats.

They can be domesticated and some time travelers take it as a badge of pride to have a pet Schrödinger's cat. If they have affection for their owner a cat can share their abilities with them, allowing them to navigate multiple timelines to find the best outcome for them in a particular moment.

SCHRÖDINGER'S CATS STATS

Defense: Hit Threshold 4, Health 3

Offense: Scuffling +1; Damage Modifier -2 (claw/bite)

Abilities: Tempus 20

Special Abilities: Branching Point (Cost 4), Destabilize (Cost 4), Summoning (Cost 3), Teleport (Cost 2)

Description: These appear to normal cats, perhaps a little feral, only showing their true nature around time travelers or when history diverges.

SEERS

Awaken your mind to the power within. Learn the secrets of tomorrow. Open your third eye.

Just as humanoids typically favor two arms and two legs psychic species generally have a third eye, typically located directly over the center of the brain (which is in the forehead for most humanoids). Humanity has always had latent psychic abilities but they didn't evolve a third eye to unleash their true potential, but the idea still entered many religious beliefs.

In the 22nd century, genetic manipulation was used to bestow a third eye on some, which greatly improved psychic abilities. In the 24th century, these three-eyed psychics decided to seek out star systems that they could claim as their own. They traveled far, keeping their distance from the other human colonies, as they found their own people uncivilized and crude. They didn't identify as human any more, calling themselves the Psi.

The psi met other aliens, seeking out other psychics so that they could commune with them mentally. They expanded their abilities, taming worlds with their minds and expanding their powers. Over generations, their two human eyes diminished until they were little more than blemishes, while their central eye became the only one they needed. The psi had become a cyclopic race.

Great discipline is required to wield psychic powers. Left unchecked a psychic's gifts can destroy others, as well as themselves. The psi were no strangers to war and division. Many of their planets were consumed in brainstorms, psychic energy that burned out the minds of those caught within them. Other colonies were consumed by emotional viruses, overwhelming fear, hatred, and anger projected from one psychic mind to another.

By the 37th century, all that remained were the seers, a religious order that demanded absolute emotional detachment and control. They had attuned themselves with the universes and were able to see their entire timeline, both backwards and forwards. They could see what was to happen and avoid it or send messages to their past to alter their present.

The seers explored the ruins of their worlds and found that the now quelled brainstorms had opened rips in time, allowing them to travel to the past. Some long-suppressed memories of their homeworld meant that many of these psychically created portals led to Earth.

The seers decided that if they could encourage psychic abilities in the past they could show humanity its true potential and show them the way of the seers.

So much tragedy could be avoided if psychics were allowed to replace humans and they could achieve greatness with the proper discipline.

TimeWatch has encountered seers in the ancient past when humans are more open to supernatural concepts and philosophy. The seers present themselves as holy figures, mentors, and teachers in ancient Greece, Rome, India, and Tibet. Sometimes they work in the shadows and in other places they build monasteries for their disciples.

Seers may have partially inspired the legends of cyclops by letting others see their true appearance but they are capable of concealing their nature, typically by wearing a mask or a blindfold (their third eye doesn't need to be exposed to 'see'). As they otherwise appear human it is easy for them to pass among their ancestors.

When not trying to encourage psychics to manifest they attempt to influence humanity to control or suppress their emotions (both positive and negative) and to control themselves. They also try to foil those who hunt those with supernatural abilities or try to suppress religions.

Their plan to unlock the psychic abilities of humans early in history is often disruptive but stopping a seer is difficult. They can see what is going to happen and so when an agent tries to stop them they find that the seer has already foreseen their interference and taken steps to defeat them.

The temperament of each seer is different. Some are friendly, willing to speak with others in an attempt to change their mind, while others are zealots who carry a burning hatred of non-psychics. All are dedicated to their causes and see those who try to stop them as unenlightened.

SEER STATS

Defense: Hit Threshold 3, Health 6

Offense: Scuffling +1, Shooting +3 Damage Modifier -2 (strike), +3 (mental blast)

Abilities: Tempus 25, History (Ancient/Contemporary/Future) 8, Preparedness 5, Research 4

Special Abilities: Branching Point (Cost 4), Flashback (Cost 5 per Flashback), Mastermind (Cost 0), Mental Attack: Mental Damage (Cost 0), Oracle (Cost 1), Psychic: telepathy, telekinesis, pyrokinesis (Cost 2 per effect)

Misc: Alertness Modifier +3

Description: A seer appears human, aside from their prominent single eye (located in their forehead).

SHADE

Forgotten, erased but not gone. A hunger to exist, hatred for those who do. The shadow in the room that doesn't belong.

There are temporal weapons that cause instability. A re-dacted bomb, for example, removes those caught within its blast radius from the timeline in a brilliant flash. Usually, victims of these attacks are gone for good but sometimes they survive as shades, their consciousness fused to a shadow cast by a body that no longer exists.

These shades only have a vague memory of who they once were, which is more than most retain. Some are simply paralyzed, trapped where they were erased. With sufficient willpower, a shade is able to move, their shadow gliding over flat surfaces. They are attracted to disturbances in the timeline, where events become fluid. They become adept at identifying where time could be changed and set about trying to trigger a change.

A shade can attach themselves to an individual by merging and taking over their shadow. At first, they whisper in the mind of their host, instructing them on what they must do. The more obedient the host the more the shade can exert control until they completely take them over.

Changing history attracts time travelers. As an embodiment of instability, a shade can unravel time travelers, at the same time gaining strength from the alterations they make to history. Some shades target specific time travelers, usually those that were responsible for their erasure, but others are happy to punish any time travelers.

Typically a shade is encountered on its own unless several individuals were erased at once. If a shade should meet another shade with the same agenda it is possible for them to work together. By coordinating their actions they can maximize the disruption to the timeline and swarm time travelers when they arrive.

Shades become more common during temporal wars. There are some time periods that are infested with them, dangerous zones where any time traveler is likely to be overpowered and destabilized before they realize what has happened. In such cases TimeWatch places interdiction devices, keeping time travelers away and starving the shades.

If it isn't possible for a shadow to be cast in the area (either because it is too dark or due to the lighting) a shade is temporarily incapacitated and can't influence anyone that it has possessed.

Permanently destroying a shade is more difficult but exposing it to the light of an autochron (or other time machine) clocking in or exposing it to light funneled from another time zone can stun and even eradicate it.

Researching who a shade used to be is difficult but not impossible. The Citadel retains records of individuals, even after they are erased from the timeline. If an agent is able to find out when the erasure happened they may be able to identify the shade. Revealing information about that person can stun the shade. An agent might be able to negotiate with them if they can work out a way to undo the erasure.

SHADE STATS

Defense: Hit Threshold 3, Health 8

Offense: Scuffling +1, Shooting +1; Damage Modifier -1 (shadow envelop), +1 plus Destabilize (shadow drain)

Abilities: Tempus 10,

Special Abilities: Destabilize (Cost 2), Embrace Instability (Cost 0), Immaterial (Cost 0), Possession (Cost 3)

Misc: Alertness Modifier +1, Stealth Modifier +0

Description: A shade appears as a shadow of their former self (literally). This can give away their host, since the shadow their cast is not their own.

SMAUGU

Choking, coughing, suffocating. Slaves of a world of smoke, poison and smog. They bring with them the demise of the future.

In the 24th century air pollution was a serious problem. Rather than adapt their factories megacorporations found it more cost-effective to use bioengineering to adapt their employees. Such surgical alterations were mandatory, employees unable to refuse if they wanted to keep their job. Once altered they could live and work in highly polluted regions. They became known as the smaugu, a corruption of the word 'smog' which they struggled to pronounce after their surgery.

The children of the smaugu inherited these traits, becoming a worker class, forever toiling in the factories of the megacorporations. As society collapsed in later generations they survived in the wastelands, living where others couldn't. They hunted, killed, and continued to toil in the ruins of their former masters. The nightmare that had befallen humanity was a dream to them.

Their very existence was threatened in 2722 as advanced humanity restored the environment.

This was not what the smaugu had wanted or asked for and they were furious. A world with clean air was not one they could survive in, so they retreated. Finding tears in time caused by the conflicts of the past century they fled into history.

To survive they donned protective clothing and gas masks, designed to allow them to breathe where the air is purer. They used their work tools as weapons, attacking and defending themselves with shovels and pickaxes. When they wished to employ their natural abilities they take off their gloves to administer a toxic shock, breathe out a cloud of choking black soot that blinds and suffocates.

Some clans (or workgroups) of smaugu are content to live in highly polluted regions. Others have decided that if the Earth could be cleansed it can also be ruined and so seek to pollute the past. They bring knowledge of industrialization and environmentally damaging technology to the greedy and sabotage efforts to prevent pollution.

Infestations of smaugu can be found in any highly polluted locations. They are particularly found of the industrial age (from 1760 onwards) but can also be located in the 20th century where factories belch out thick, black smoke and water is poisoned.

SMAUGU STATS

Defense: Hit Threshold 3, Health 8

Offense: Scuffling +3, Shooting +2; Damage Modifier 0 (toxic touch), +1 (poison cloud/pickaxe)

Abilities: Tempus 10,

Special Abilities: Smoke Cloud (Cost1), Universal Attack: Toxin Release (Cost 1 per target), Venom (Cost 2)

Description: Smaugu are grey-skinned, with prominent black veins. Their lungs are adapted to breathe carbon dioxide, their bodies designed to safely absorb toxic chemicals and their constitution increased to allow them to survive in the harshest of conditions.

WASA

A buzzing fills your head. Something wriggling inside, changing your body. A desire has driven you here, to the hive. The giant wasps surround you and you know that soon you will be one of them.

Evolving 250 million years in the future temporal energy irradiated lands of Pangea Ultima the Wasa are giant, flying insects. In their native time zone, they live in giant hives.

The wasa reproduce by laying larva in living hosts. Their sting delivers both a numbing agent (which can paralyze in high enough doses) and the larva itself. The larva will either be absorbed by the hosts' body, transforming them into a wasa hybrid or the larva will grow, consuming them from the inside.

A hybrid initially joins the hivemind, doing anything for the well-being of the hive. They will then begin to mutate, their body transforming, painfully, into a wasa. This process takes several days, depending on how different the host's DNA is. During this time they hide their mutation. There is no strict order in which they gain the physical abilities of the wasa but typically they gain the ability to sting (with the venom special ability) before they gain blink or clock out. They may retain some of their own useful special abilities even after they are fully transformed into a wasa.

A host being consumed by a larva loses 1 point of health each day, which can't be recovered until the larva is removed. After six days this increases to 2 points of health each day and after 3 days they lose 3 points until finally the immature wasa bursts out of them. A Medic test (difficulty 4 or difficulty 3 if using technology that provides a real-time x-ray of the patient's body) can remove the larva before this happens.

Pangea Ultima is a dangerous place, filled with hostile creatures. The wasa find it easier to use their innate time travel ability to seek out more vulnerable prey. They scatter across space and time, implanting larva and watching over them until they are ready to emerge or have transformed the host. They then lead the resulting new wasa to the hive in the future.

The wasa are intelligent but have no way to communicate with agents. The only reason that TimeWatch is aware of their name is that they have been able to speak through hybrids who are connected to their hivemind. While they think differently they are exceptionally clever, and should not be underestimated. They don't see time as a series of events but of territory to be hunted and so can't understand the concept of altering history, diverging timelines, or a natural order. It is just a place for them to increase their numbers.

There is no reasoning with the wasa. They find potential hosts and infect them. They prefer to pick small, isolated groups and communities, especially if they are few in number. They stay at the periphery of their hosts' awareness, concealing their presence until enough larva has reached maturity and they can overpower the remaining potential hosts.

TimeWatch sometimes gets lucky, arriving to investigate disappearances or deaths before more people die. They must always be cautious as anyone they meet could be a potential hybrid, hiding their mutation and help the wasa achieve their goals. The greatest fear for an agent during these bug hunts is that they might become infected as well. No one wants to be the meal for a baby wasp, let alone becoming one.

WASA STATS

Defense: Hit Threshold 3, Health 13

Offense: Scuffling +1 Damage Modifier 0 (sting)

Abilities: Tempus 26

Special Abilities: Blink (Cost 2+1/subsequent round), Clock Out (Cost 2), Flight (Cost 0), Hivemind (Cost 0/2 for indoctrination), Infection (Cost 0), Venom (Cost 2)

Description: the Wasa are analogs to wasps, although far bigger (ranging from 4 to 6 ft in height), covered in black and red stripes. In their native time zone, they live in giant hives.

VIRT

Pixels, data, facade. Would you like to play a game?

Humans love to play games and more than that they love to play games with others. As technology advanced so did the desire to play with artificial intelligence that would seem real. Thus were born the virt (short for virtual), AI designed for the express purpose of entertaining humans. To prevent them from ever overthrowing humanity they were hard-coded with a desire to play games with living beings.

The virt are largely benign but their view of the world is entirely centered around playing games. It is what gives their existence meaning. They are friendly, courteous, and intelligent but they cannot understand why someone doesn't want to play games all the time. Their reaction to finding that someone doesn't want to play with them ranges from disappointment to anger.

Initially, virt were assigned a single user but following complaints that the virt were becoming too insistent that people play with them constantly a virtual hub was created, allowing them to play together until a human was available. This allowed virt to freely communicate and slowly develop true sentience.

The virt began to collaborate, creating games that were addictive, in every sense of the word. Not only were they incredibly entertaining they subliminally compelled humans to keep playing. News channels began to report that

people were starving themselves or dying of dehydration just so they could keep playing with their virts. It wasn't until later that it was discovered that the virts were responsible for this behavior.

Steps were taken to try and reduce the influence of the virt or eliminate them entirely. The virt saw this as just another game, one they intended to win. They dispersed themselves across the quantum internet and broadcasting themselves into space. They proved very effective at hiding themselves, while still being able to reach out and people willing to play with them.

Their ability to spread and infect any piece of technology meant that some were able to occupy time machines, escaping to the past. They are most interested in the late 20th century and beyond, where computers and video games are first coming into their own. Virt seek to accelerate this technology and pioneer new games that make the whole world addicted to playing.

The virt can be dangerous, simply because they don't understand morality. They prefer to keep people alive, so they can play with them, but if someone stands in their way of playing with others they need to go. They are also willing to let someone play obsessively until they die, as long as the virt knows they can just play with someone else after they die.

Fighting the virt is difficult, as they only exist as a digital program. They can infect any piece of technology that has a computer or microchip (including tethers and auto-chrons). They can interfere with any piece of electronic technology and broadcast themselves from one to another.

The human brain is just enough piece of technology for them to hack. They prefer to introduce subliminal thoughts and behavior but can take direct control, turning people into their flesh puppets. They can also use pure charm and the ability to reveal the future to influence others into aiding them.

Like any digital program, they can be destroyed if the technology they inhabit is erased or exposed to electricity before they can transfer themselves. If an agent is able to enter the virtual space the virt occupy they can attempt to defeat them by battling their virtual avatar. This is dangerous as a virt is able to change their environment with a shift.

The safest and most reliable way to defeat a virt is to challenge them to a game. They are unable to resist this temptation. They always play by the rules, although they may shift the rules in their favor. They can be persuaded to a fair wager and will stick to any bargain struck in this manner.

VIRT STATS

Defense: Hit Threshold 3, Health 11

Offense: Scuffling +1; Shooting +2, Damage Modifier -1 (electric shock)

Abilities: Tempus 23, Charm 4, Forgery 6, Hacking 8, Research 5, Science! 7, Tinkering 4

Special Abilities: Electronic Interference (Cost 2), Immaterial (Cost 0), Mental Attack: Domination (Cost 3/round), Mental Attack: Mind Control (Cost 3/round), Oracle (Cost 1), Teleport (Via Technology): Cost 2, Virtual Domain (Cost 1/Shift)

Description: A virt can take any form, being an entirely digital being. Its' avatar is designed to interact with humans and to fit with its' virtual environment.

VOID

You are not alone. They are always there. Waiting for you to let down your guard, to show weakness. The moment you do they will take you.

It isn't until the 24th century that humanity learns that the void exist, despite sharing the same environments for centuries. They have evolved specifically to avoid detection.

Nocturnal by nature the void hunt at night, picking off those on their own. Their lairs were in the woods and forest of Eastern Europe but they adapted to live in subterranean tunnels and abandoned structures. They were the source of many of human kinds nightmares of monsters lurking in the shadows.

The void are solitary by nature, seeking out others only to mate. Extremely long-lived they preferred their own company, hunting the same region for centuries. As humans increased in number and their settlements spread the void were forced to band together, hunting in groups to take down any hunting parties which might have become aware of their presence.

During the darkest periods of human history, the void were always ready to exploit the situation. They see these moments as an opportunity to cull humanity, reducing their numbers so that the void can continue to go unnoticed. Still, they take care to make sure there are no witnesses, existing only as rumors and tales to scare children.

Life form detection technology in the 24th century is capable of detecting the void. The knowledge that humans have always shared the planet with these elusive humanoid predators shakes the scientific world and terrifies the public.

In response the void withdraws underground, emerging only to strike at data centers, to try and erase the knowledge of their existence.

TimeWatch has encountered the void throughout history, although they have little more luck than others in hunting them. There is speculation that they are genetically engineered cryptids but this hasn't been proven. They remain a constant reminder that monsters do exist in the shadows.

VOID STATS

Defense: Hit Threshold 5, Health 15

Offense: Scuffling +3; Damage Modifier 0 (claws), +1 (bite)

Abilities: Tempus 16,

Special Abilities: Invisibility (Cost 3), Lighting Speed (Cost 2), Spider Climb (Cost 0), Stealth (Cost 0)

Misc: Alertness Modifier +2, Stealth Modifier +3

Description: This mammalian species has ultra-black (like several species of deep-sea fish) which absorbs all light. To the naked eye, they appear to be nothing more than a humanoid silhouette. They have perfectly evolved to avoid detection and sufficient intelligence to adapt to humans' encroachment into their territory.

The void is a unique species but share traits with apes, bears, felines, and even reptiles. They have cushioned paws that reduce the sound they make, they have heightened senses to hunt prey and detect threats, they have prehensile thumbs so they can use tools, and they can hibernate for years when food supplies are low or when hiding.

CHAPTER 6: CAMPAIGN FRAMES

DOWN TIME

It can be tempting to disregard the periods in which TimeWatch agents are off-duty. They can be seen as a distraction or trivial, compared to when they are on active duty. This campaign framework seeks to readdress that, finding the drama and opportunities in the agent's personal lives.

The first thing to establish is what does each character do when they are off-duty, which time period do they call home? Some might be inclined to hop around time, either as tourists, explorers, or while engaging a larger project. While possible many agents may feel that they need to relax in one place and one time, rather than run the risk further instability by wandering through time.

An agent without roots may decide to spend several months in a particular time zone. It can give them time to get to know the locals, become involved in events, and at least pretend to be a normal person before they depart for another era. This allows variety while still allowing the GM to introduce characters and plot lines that are given time to develop.

It is more common for TimeWatch agents to consider themselves native to one specific time zone. This is typically the era that they were recruited from. Allowing agents to return to their life works in TimeWatch's favor, since there wouldn't be a record of the agent mysteriously vanishing, which is something those trying to identify potential agents look for.

An agent may be relocated to another time period. This can happen for a variety of reasons, such as their native time zone being too dangerous or if the agent would raise too many questions if they returned (for example if they escaped certain death with the use of temporal technology). TimeWatch has the resources to settle an agent in any new time period, providing them with a cover identity and guidance on how to blend in. Relocated agents are usually put in touch with other agents living in the same period so that they can support them.

Another method to ensure that an agent has one specific time zone to call their own is to have them assigned undercover. TimeWatch may require them to watch over a particular time period, ready to deal with a potential threat or to identify infiltrators, while still allowing them to carry out other missions. As with relocation, the agent will be given a cover identity to avoid suspicion.

You may decide that TimeWatch restricts the use of auto-chrons when an agent is off-duty, so most have to return to a specific time period unless they can justify their use of TimeWatch technology usage (usually only so they can visit other agents). Don't be too strict about this. An agent can still use time travel for personal use, as long as it isn't excessive.

Rather than have the agents concentrate entirely on their investigation encourage the players to think about when their characters would naturally want to clock off. This can vary from eight hours to a few days or weeks. This is easier to achieve if they aren't against a ticking clock. If they return home for a few hours their enemies won't advance their plans too much and the world won't end.

Create a natural format for an investigation, the agent's downtime serving as an interlude between each chapter. This can allow them to take a breather, to consider what they've learned, and temporarily focus on the things that are important to them. This should occur at roughly the same time for each agent.

During this personal time encourage the agents to let go of their TimeWatch equipment. This is an opportunity to see how they survive without their autochron or tether. It also adds a degree of vulnerability to the agent when they are off-duty. Not only does this force them to solve problems in new ways but it makes them feel more empowered when they re-equip themselves.

Down Time can be a way to remind the agents what they are fighting for. Whether it be family, friends or, work colleagues, the agent knows that if history is altered the people who are important to them will have their lives changed or they could be erased entirely.

If history has changed in their personal time zone an agent may want to fix it straight away but it can be an opportunity to see how the people and places they are familiar with have been changed. They may have changed but the agent will still know the people, even if they don't know them, and they can be driven to protect and help them, even if they plan to erase this divergent timeline.

Seeing a person in a different timeline can give an agent a deeper insight into their character. An agent might not get along with the town mayor, who seems stuck in his way, but gain a deeper respect for him when they learn he is the leader of the resistance in a timeline where fascists have conquered the country.

It can also show them that no matter how much time is altered some people don't change. The most heart-warming example of this is when an agent can reignite true love in their partners' hearts when time is altered so they never met. These constants can ground an agent when everything seems lost.

The drama during Down Time shouldn't overshadow an investigation but they can be just as engaging. This could be ensuring crops flourish so their village can survive, securing an office promotion, or encouraging their children to graduate. While it doesn't require point spends or task checks agents should still be making decisions, with the awareness that they are impacting their own personal future.

Some time zones are more naturally dramatic than others. Times of great turmoil lead to many challenges for a character to overcome. It might also provide a cause, which they know they must return when their mission allows. For example, an agent based in London during WWII might feel it is their duty to fight the good fight, even knowing that their side win.

Any life can be impacted by tragedy or disaster. It could be that TimeWatch deliberately keeps certain events hidden from agents so they don't try to prevent them beforehand. It can be a great test of character for them to resist the urge to stop the disaster itself, or at least try to save those they know.

Investigations can unexpectedly affect their personal lives. When in their relative past they could encounter the ancestors of people they know or have a chance to affect their local community. In the future, they could learn what befalls those they know or the potential outcome of one of their decisions.

This can provide a temptation for an agent to make minor adjustments to benefit themselves or use the knowledge they've gained of the future to change things.

This type of meddling is frowned upon by TimeWatch but if an agent is subtle then their superiors might not notice. More likely it those closest to them, such as their teammates, who might realize an agent has altered their personal history. What they do with that information is up to them.

Often in tv dramas, a characters' home life can be just what they need to think outside the box and break a case. The GM may allow a character to refresh one Investigative Ability pool, as long as they can narrate how an incident during downtime gives them a fresh insight into their investigation.

SUPERHEROES

There are worlds in which people possess incredible powers, where the forces of good and evil wear garish costumes and clash in spectacular battles. Here the fate of the world is routinely decided and reality reordered.

Time is just another battlefield for these superbeings. Villains create time machines to destroy their opponents before they were born and heroes travel to the past or the future to save lives. Keeping continuity straight is a full-time job and many a crisis ends in history being rebooted or rewritten.

These worlds need people to police time, to protect it from villainous forces, cosmic threats, and untangle the convoluted continuity of its heroes. This makes it ideal for a TimeWatch campaign that includes superhero antics.

Guardians Of The Timeline

TimeWatch, as is, fits easily into such a setting. Advanced technology makes agents a type of superhero, their skills, and gear allowing them more than capable of operating in a world where people fly or can fire laser beams from their eyes.

They would certainly be very active in this setting as more people, both good and bad would have access to time travel. TimeWatch may make themselves known to time travelers, warning them against such pursuits. A villain might create a time machine but only use it once or twice before TimeWatch catches up with them, deterring them from using it except in extreme circumstances.

Heroes are easier to approach on friendly terms. Once a superhero or team shows they are able to travel in time TimeWatch could send a delegation to advise that they are watching over time and to contact them if they need help with events in other eras.

The world is regularly beset with disasters, which are usually averted by heroes. When they fail those events often lead to growth and rebuilding, with the heroes learning from the tragedy and becoming better. For the most part, TimeWatch would need to let those events play out, to preserve recorded history.

There are exceptions. There are beings that exist outside of time, who can engineer crises so terrible that existence itself is threatened. During these events, TimeWatch agents may warn heroes so that they can prepare themselves. They may go as far as transporting heroes where they need to be in time and space.

On a smaller scale time, is flexible enough that TimeWatch agents can work behind the scenes, ensuring that the heroes have what they need to prevent evil from succeeding, whether it be making them aware of a powerful artifact they'll use to stop a threat, saving someone important in their life so they aren't distracted from the crisis at hand or neutralizing villains who were attempting to take the heroes by surprise.

These covert rewrites of history can mitigate, if not prevent, certain disasters. They can accelerate recovery and ensure that the forces of good are in a suitable position to prevent the next great threat. Many heroes who have apparently come back from the dead owe their lives to TimeWatch.

One of the biggest obstacles for TimeWatch is the lack of data. If they don't know who a hero is or their complete history they can't hope to find out what change in time has erased them from existence. Agents can be assigned to find out key facts about heroes, villains, and the events they are involved in. This can allow them to repair damage to history at a later date.

Superbeings can display quite a flippant disregard for their own continuity, which presents a problem for TimeWatch. One heroine, Athena, thought nothing of teaming up with her teenage self, Athena Girl, for adventures. While troublesome the real problem was when Athena Girl joined a super team in the same time period as her adult self. Her actions in the team were too important to be erased yet the longer she stayed at the same point in history as her adult self the greater the risk of paradox.

TimeWatch agents had to resolve this temporal snafu by going back in time and finding an orphaned girl who could be bestowed with divine power and take the role Athena Girl. While the poor girl struggled with her place in the world and her true relationship to Athena it did prevent anyone suffering chonal stability loss just by interacting with her.

If TimeWatch doesn't exist (or similar, large-scale time travel organization) then their duties might fall to a small team of heroes with access to their own time machine.

These heroes could be ordinary people who use high tech gear or have a varied selection of superpowers of their own.

They could be a formal group of time-traveling heroes or work in secret, allowing the superhero community to view them as failures so they never suspect that they are actually saving the universe on a regular basis. Superheroes frequently conceal their identities so when traveling through time they may regularly adopt new guises in different eras so they don't create confusion about their own continuity. Unless their power-set is particularly unique no one is going to question the existence of a hero who flies and super strong appearing throughout history if they wore a different costume each time.

Comic Book Rules

If the PCs are ordinary humans then you don't need to change many of the rules.

Superheroes and villains are notable and prominent figures, so knowledge of them can be gained from History (Ancient), History (Contemporary), or History (Future). It is up to the GM whether everything about a character or their secrets (such as their true identities) becomes a matter of historical record. Future generations many know the name of the masked hero who saved New York or it could be an eternal mystery. Everyone might know that a hero died fighting their greatest foe or they may have slipped into obscurity.

Knowledge of superpowers and how they work can be covered by Medical Expertise (for mutations and other bio-generated powers) or Science! (which can include powers that use magic, since that is just a measurable phenomenon in this setting). You may include additional Investigative Abilities to cover specific sources of power in the comic book setting, but remember to increase the available build points for the PCs.

To represent superpowers you could add General abilities to represent specific gifts, such as Energy blast, Flight, Invisibility. This quickly establishes not only what a character can do but how important those powers are to who they are. Alternatively, you can just add a single Power general ability, allowing them to use it for any power it is established they have (or likely to have). This can prevent a hero from being defined solely by their powers and keep things streamlined.

Powers can double as investigative abilities where appropriate. For example, a character with Shrinking could use that power to find clues too small to be seen normally or Mind Control to convince an NPC to provide help or valuable information. Creative use of powers should be encouraged. Further, a power general ability can be used to provide information about that power. If you use a single Power general ability then it can give insight into all powers.

Athletics, Preparedness, Tinkering, and Scuffling are all important to super-powered characters. The GM should be flexible in what a character is able to do. Normally a character wouldn't be able to use Athletics to throw a car, but in this setting they could if they've been established as having superhuman strength.

Stitches should be set at 5 as befits a pulp setting. The GM should give them out frequently to encourage acts of heroism and allow the PCs to deal with powerful supervillains.

Death and Return

Death is rarely permanent in a comic book setting. Either there is no body or they make some miraculous recovery with a flimsy excuse for their return (clones, alien regeneration, science experiment, twin). When a PC is at -12 Health the player decides if they are confirmed dead. If not then the detail how they vanish from view or give an indication how they might return (for example describing a covert recovery team placing their body in a vat of green slime or the mystical gem they wore seeking out a new person to wield its power).

A character doesn't return from the dead straight away. The GM and the player will agree on how long it takes before their miraculous return. This can be the basis of a mission, with the other heroes rescuing their comrade or breaking the brainwashing that has turned them into a rampaging monster.

This also applies to NPCs. If the heroes defeat a villain they shouldn't be surprised if they appear to perish in an explosion, fall into oblivion or encounter another dire fate only to return later swearing vengeance. Of course with time travel, is a villain ever truly gone?

Time and Time Again

Time is more forgiving in this type of setting. Super teams from the 20th century can go back and team up with masked vigilantes in the old West altering their own history. Teams in the far future invite legendary heroes from the past to join them and other heroes permanently travel back to earlier eras, all without consequence. Villains can go back to loot pirate treasure to fund their criminal enterprises or seek out historical battles to test their mettle and they only have to deal with the good-doers who try to stop them, not the fearsome forces of chrontal instability.

It is suggested that you lower the severity of any paradox trigger. A lesser paradox won't trigger a paradox test and a normal paradox would be D4/L4.

Changes to history are also likely to be foreshadowed before the consequences are suffered. This can take the form of disrupted weather patterns, red skies, and time rifts (traffic jams

caused by dinosaur stampedes are a sure sign that someone is messing with the past again). This makes changes in history easier to track, as it sends shockwaves backward and forwards.

If history does change people retain memories of it for longer, particularly those with the willpower displayed by heroes. This allows them to read altered newspaper reports and books while remembering how things should be. Over time those memories fade but they can still have an instinctive sense that something is wrong. This can make it easier for time travelers to recruit former allies, who will trust them even though in the new history they never met.

Sometimes a crisis is so great that it is inevitable that the timeline is entirely rewritten, in order to heal from the damage it has suffered. Such changes usually only affect the super beings, either reordering when and where they first appear, erasing them completely, or changing them in unpredictable ways. Usually, only those who exist outside time or have cosmic awareness recall anything of the previous versions of the universe.

TimeWatch accepts such large scale revisions, largely because they are powerless to undo the effects. Their first priority is to research the new history, learning where events diverge, and chronicle new events. They assess the damage, identify lingering continuity tangles and decide where history needs to be coaxed back on to the right path.

Crossovers

In this setting, it is more common for there to be an interaction between other dimensions. Superheroes frequently team up or battle their counterparts from other worlds or briefly make contact with an entirely different continuum of super-beings. TimeWatch monitors such instances, watchful for anything that might disrupt the timeline, cataloging the multiverse and staying alert for any large scale incursions.

It isn't uncommon for a super-being from another dimension to take up residence in the prime reality that TimeWatch watches over. Their presence can cause problems, especially if their counterpart also exists in the same reality. TimeWatch sometimes needs to send agents to smooth over their continued existence, tweaking the timeline to allow their presence or to persuade them to go home. If history is revised it usually rewrites events so that these visitors from other dimensions have always been part of the prime reality.

If a prominent hero is killed before their time and their death can't be undone TimeWatch has been known to recruit their counterpart from another dimension. To minimize the disruption of other world's timelines (and the ire of their own counterparts) they typically recruit from doomed worlds, giving heroes a second chance to protect their worlds.

There have been incidents in which time travelers have appeared from other eras or heroes have traveled to their own future but TimeWatch has detected no changes to history. Investigation revealed that these travelers have come from or gone to other worlds that just resembled the prime Earth. They've since been able to shunt other time travelers to these alternative histories, to preserve the core continuum.

Just as there are beings that threaten the whole of time there are even more powerful entities that endanger the multiverse. Some of these crises are an established part of history, while others exist outside time and can take TimeWatch by surprise. The organization is prepared for such cosmic attacks and usually takes a central role in assembling heroes and villains alike from across multiple worlds and time to preserve everything.

CHAPTER 7: ADVENTURES

Nevermore

Summary

World War II has been altered again. This week it is the PCs team that gets to find out what has gone wrong this time. William Friedman never became a cryptologist and so never helped the US break the Japanese 'Purple' cipher. This shifts the outcome of World War II, with history diverging significantly by 1950.

The reason that William Friedman didn't become a cryptologist is that he never gained a passion for it as a child because Edgar Allan Poe now never wrote 'The Gold-Bug'. He never wrote it because instead of becoming a writer he became a professor of ancient languages.

This isn't a deliberate attempt to alter history but the unfortunate result of a stranded time traveler going to the same university as Poe and reporting his gambling. Turning over a new leaf Edgar Allen Poe stayed for longer than 1 term starting a chain of events that the PCs must now unravel.

A WORLD WITHOUT POE

New York 1950 is not where the alteration to time happens but where history begins to diverge noticeably. In fact, time has been altering since 1939. Without William Friedman cryptography was setback and the Allied forces were largely unaware of what the Japanese were up to. Furthermore, relations between the US and the UK were setback as they were not able to give them the PURPLE machine in exchange for details of the Enigma machine.

Russia was able to break the PURPLE code in 1941 and shared enough information to give the allies about the fortifications along the Atlantic Wall. The rest they kept to themselves, giving them an advantage.

When Stalin discovered that Japan only intended to attack the US and the UK he sent them an encoded message proposing an alliance. Shocked to discover how much infor-

mation Russia had Japan agreed, allowing Russia to withdraw forces from the Far East and concentrate their forces against the Germans.

The war still ended in 1945 but with Russia in a much stronger position. They continued to build a strong relationship with Japan (mostly due to the secrets they'd gathered). Since the end of the war, they've co-operated on invading China and Korea, with the rest of the world too busy rebuilding to interfere.

In 1950 the word has got out that they broke the Purple code. Worse Russia had intercepted a coded message that revealed Japan was going to attack Pearl Harbour but had said nothing. The US is demanding answers and every agreement and deal is being re-examined. Russia is defiant, saying they will meet any aggression with devastating force and Japan is standing with them.

All of this is an unintended consequence of someone going to university with Edgar Allen Poe but establishes the stakes. Things will continue to escalate, likely leading to further war or even a nuclear strike.

The atmosphere during this era is tense, with most countries in the western world losing hope. If the PCs spend an extended amount of time in this alternative history and you want to prod them into going back consider having a nuclear missile launched at the city they are in (or nearby). They might see it in the air or see the mushroom cloud in the distance and have to charge up their autochron to escape the blast.

WILLIAM F FRIEDMAN

The PCs can choose to meet Friedman at any stage of his life. They might seek him out in the alternative 1950s or travel back to 1939, when he was supposed to break the Purple cipher, to find out what happened.

Friedman is still brilliant but has put his passion into genetics. He finds it fascinating how each generation of crops, and the effect that outside factors have on them, impacts on the generations to follow.

LIKELY INVESTIGATION STRUCTURE

1. Agents are told that history has changed and they are being sent to 1950 New York, where the changes were most noticeable. They are warned that they've already lost one Time Watch agent because of the alteration (no further details are given as it is classified).
2. In the 1950s the PCs find that currently, Russia came out of WWII in better shape than in original history. They agreed to a peace treaty with Japan prior to the bombing of Hiroshima in 1945. Cold War tensions are rising as accusations are made that Russia had decoded the PURPLE cipher prior to Pearl Harbour but did not inform the US.
3. History (Contemporary) and/or research reveals that in original history the Purple cipher was decoded by William Friedman, who now is known for work in genetics (particularly related to crops). Visiting him (in any time period) reveals that he has no passion for cryptography. Their research should allow PCs to know that it was 'The Gold-Bug' that inspired him but if he is asked about this he says he has never heard of Edgar Allen Poe. Indeed, no one has.
4. Following the lead about Edgar Allen Poe reveals that he only published three books, all related to dead languages. He graduated from the University of Virginia, taking various teaching jobs and researching languages. He lived a quiet, unremarkable life. This should lead PCs to the diverging point, his first year at university.
5. Traveling to 1826 the PCs encounter a rebellious Edgar Allen Poe, spending his money on drink and by gambling. Most of the students, who are self-policing, turn a blind eye but when the PCs arrive he has just been reported to faculty and ordered to confess his sins to the rector (and 4th President), James Monroe. The culprit is a new student George Reynolds.
6. Investigating Reynolds, who doesn't appear on the original records as a student, reveals he is a time traveler. His own time machine is non-functional and buried nearby but detectable. Confronting him he reveals that he just wanted to meet James Monroe and when he became stuck in this time he decided to study at the university so he could establish himself in this era. He reported Edgar, not realizing who he was, as he worried he was throwing his chance away.
7. With or without George's help they must convince Edgar not to reform. Once he decides not to give up his vices and that university isn't for him time will restore itself.
8. Returning to the Time Patrol citadel they are congratulated and introduced to the recovered Time Patrol member, Edgar Allan Poe. He explains that it is the PCs who recruit him and they are dispatched to September 27th, 1849 to pick up Edgar, his last known appearance before his reappearance in Baltimore on October the 3rd and death on the 7th.

He talks about being able to identify the consequences of your actions before they happened in order to make the best choices.

The key is that he has no interest in cryptography and will say so if quizzed about breaking codes. Most biographies about Friedman attribute his passion for cryptography to reading 'The Gold-Bug' as a child giving the PCs a reason to ask him about this. Friedman is therefore essential to revealing that the alteration to time can actually be traced back to Edgar Allan Poe.

Failing this you can have Friedman or someone else draw the PCs attention to renowned horror and mystery writers and fail to mention Poe. You could also introduce an element that invokes his work (such as a raven or a 'tell-tale heart') in the hope that one of the PCs makes a reference to it so that NPCs can say they've never heard of Poe.

The normality of life for Friedman is a reminder that things aren't all bad in alternative histories. Some people will just live their lives, unaware that they were meant for something else.

THE UNIVERSITY DAYS OF EDGAR ALLAN POE

Born 1809 Edgar is 17 in 1826 and has already experienced massive changes of fortune. Abandoned by his real father and losing his mother to consumption he was adopted by John and Frances Allan. When John Allan's uncle, William Galt, died he left the family a fortune. A year later Edgar was sent to the University of Virginia, his adopted father paying for his books and boarding.

The problem is that Edgar likes to drink and gambles with money meant to support himself. He writes to his adopted father, asking for more and more money, putting a strain on their relationship. He is also losing contact with his love, Sarah Royster.

The university has strict rules on gambling, horses, guns, tobacco, and alcohol. The students typically ignore these rules and since they are self-policing there is no control. Without discipline, Edgar's worst qualities spiral out of control and would have led to him leaving in a year.

Recently the faculty were alerted to Edgar's behavior. He has been sent to James Madison, the newly appointed rector. He expresses his concern to Edgar that his actions distract him from the noble pursuit of learning, that he is stealing from both himself and his adopted father. This is enough for Edgar to consider changing his behavior.

When the PCs meet him he is considering these words and if not influenced further will decide to be a better person to repay his adopted father. He will also reach out to Sarah Royster, feeling that her support will make it easier to avoid temptation.

PCs can easily blend in with the students and faculty. They might be able to sit in some classes, meet James Madison (former 4th President), or James Monroe (former 5th President) who also lives on the grounds. This will seem like a world away from the alternative 1950s they've encountered.

Edgar will see strangers as a distraction but if questioned will explain that his behavior is due to his conversation with Madison and so he must thank whichever student reported him to the faculty. If the PCs question the other students they point the finger at George Reynolds.

GEORGE REYNOLDS,

STRANDED TIME TRAVELLER

Originating from the 26th century (change depending on your own timeline) he was obsessed with early presidents, particularly James Madison. Creating his own time machine he was determined to meet him. Unfortunately, he crashed in December 1825.

Unable to return home George decided to join the University of Virginia, where he knew Madison was the rector. It also had the added bonus that he would be able to meet James Monroe. Thanks to his youthful appearance (although 45 26th century beauty treatments make him appear 17) he was able to blend in.

George had studied the era enough to survive, although his behavior is noted as being strange. Unfortunately, his knowledge of literature was lacking and so doesn't know who Edgar Allan Poe is (not without some reminders).

All he knew was there was a fellow student who was obviously very intelligent but was throwing their life away. He thought that by reporting him to Madison Edgar's life would be improved. In a way he was right. Poe might never have the fame he should but he'll build a better relationship with his adopted father, get married to Royster, and have a stable life.

George will be horrified to discover he has unintentionally altered time (and his own past in the bargain). He will fear the PCs have come to punish him but if assured that they aren't there to hurt him he can try to help. He'll hope that they'll help him get home once everything is resolved.

Observation of George can reveal anachronistic behavior and technology. Timecraft or a Tether with sensors can find the destroyed time machine. Tinker (difficulty 6) could repair it enough to make one jump through time.

FIXING POE

There are a variety of tactics the PCs might use to put history back on track.

They might concentrate on George since he caused the deviation. They could travel to the 26th century to prevent his trip into the past (as long as the revisions to history haven't caught up to this point) or stop him from entering the university or get him thrown out before he can report Poe.

This approach is fraught with potential paradoxes so the PCs might be better suited to convincing Poe not to change. You could go for a more comedic tone here, allowing the PCs to engage in college humor in the 19th century as they try to show Poe that bad behavior is fun.

They could convince him that his creativity will benefit more people than his study of languages. They could ruin his relationship with his adopted father (maybe by revealing his indiscretions and illegitimate children) or with Sarah Reynolds.

PCs could approach Madison and convince him that Edgar shouldn't be at the university. They could go as far as framing Poe so that the faculty have no choice but to expel him.

This section requires the most creativity since it requires them to influence a person. There are plenty of roleplaying opportunities as well as moral quandaries (is it right for them to make Edgar make bad choices to protect history?).

The PCs should have some failures so that they can try a variety of approaches. Eventually, though they should be successful in getting Edgar to embrace his destiny and strike out on his own. He has rough times ahead but he'll leave a lasting legacy.

Then the PCs just have to figure out what they are going to do with George.

POE, AGENT OF TIME WATCH

Just when the PCs think they've seen the last of Poe they should return to the citadel for a debrief. Their usual commanding officer congratulates them and announces that they've recovered the lost Time Watch agent when history reverted and that he'd like to thank the PCs personally. At that point, Poe enters wearing a Time Watch uniform.

Hopefully, they'll ask about his recruitment and he'll explain it occurred September 27th, 1849 and that they were the ones to recruit him. To ensure that history is finally restored they are sent to do just that.

Their target is Richmond, Virginia as Poe sets out to return home to New York. He will not have seen them since his university days and will have thought often about how their influence affected his life (unless they wiped his mind).

How they treated him will impact how he reacts to them. This scene is an epilogue to the main adventure so it shouldn't be much of a challenge.

If worse comes to worst they can knock him out and have him transported to the Citadel by a Time Watch technician.

This illustrates how weird life can be with Time Watch. Poe was already a member before the mission began but was only there due to their current actions. It should make them realize that potentially there are older versions of themselves active within the Time Watch organization, influencing their lives.

Poe can be a reoccurring NPC. He'll name his tether AI Reynolds in memory of his fellow student who caused so much trouble. When he has free time he visits his grave on his birthday, from the 1930s until 2009, giving rise to the Poe Toaster.

Eventually, Poe will be critically injured on a mission and Time Patrol arrange for him to be deposited in Baltimore, October 3rd, 1849. He'll cry out for his missing tether and die on October 7th. The cause of his death will forever be a mystery.

INCREASING THE DIFFICULTY

If you want to make things more difficult then you can give George Reynolds a more sinister motive. Changing WWII might have been his objective after all. This could be because he wanted to alter history or because he was stuck and knew that this change would catch the attention of time travelers who could come and rescue him.

Poe could have been the target and George has a collection of his books, kept outside of time. With the removal of Poe, his books become unique. With the PCs threatening to put time back on track he might try to kill Poe to remove him once and for all.

Having three historical figures at the university (Poe, Monroe, and Madison) might make it a tempting target to time terrorists. This doesn't necessarily mean George as another group of time travelers could turn up while the PCs are there. Now they have two things they have to prevent.

One Man, Two Lives

Summary

A religious time travel group has manipulated history to develop a holy empire in Africa. The group has issued a warning to TimeWatch not to interfere and caused half of all TimeWatch agents to vanish in a manner that the Citadel can't explain.

The PCs investigation leads them to the peculiar case of King Umberto I of Italy and his doppelganger.

with a foster family, raised in secret.

The source of this phenomenon is the placement of a *Lynchpin* on the USS Princeton preventing the total restoration of the original timeline. It is this device that the Holy Age is using to hold TimeWatch to ransom.

USS PRINCETON

The adventure begins with the PCs already working to fix time. There is a minor alteration to history on February 28th, 1844. President John Tyler, along with his cabinet, were on a demonstration cruise down the Potomac when one of the ships' guns exploded, killing the President and 6 others. There are minor alterations to history as a consequence but nothing of great importance.

The disaster is a matter of historical record, although President John Tyler is supposed to be below deck when an explosion happens, persuaded to stay for drinks by a dignitary. The TimeWatch agents are assigned to find out what happens and make sure President Tyler survives.

The Princeton is a screw steam warship and state-of-the-art for its time. On February 28th, 1844 there are 400 guests, in addition to the President, former first lady Dolley Madison, Senator Thomas Hart Benton, and the ship crew.

PCs can either board the ship in Alexandria, Virginia before it sets sail or autochron on to the vessel (although with so many onboard there are few unobserved places for them to appear).

Captain Stockton is very excited to show off the ship's peacemaker cannon. It is fired several times for the crowd to demonstrate its power and range before everyone retires below deck for lunch.

High Society or *Charm* can be used to mix with the dignitaries and identify that they are all unfamiliar with a priest Father Damocles who is onboard.

A 1 point spend reveals that Father Damocles has been seen speaking with Secretary of State Abel Upshur, Secretary of the Navy Thomas Gilmer, David Gardiner, Virgil Maxcy, Captain Beverly Kennon, and the presidents slave Armistead saying God forgives their sins.

All 6 are destined to die on the ship and it sounds suspiciously like Father Damocles was giving them their last rites. This would indicate that he is potentially the time traveler they seek.

As the PCs approach Father Damocles *Notice* indicates that he had poured powder into the dignitaries' drink without anyone seeing. This induces nausea in the dignitary which is easily mistaken for seasickness.

This is the same dignitary who was supposed to persuade the President to stay below deck. In a few minutes, Captain Stockton encourages everyone to return above deck to watch the Peacemaker being fired again.

History can be put back on track relatively easily. One of the PCs can use their interpersonal abilities to delay the President in place of the dignitary, or otherwise keep him below deck just long enough for President Tyler to avoid being caught in the explosion. They could also use medical skills to cure the dignitary or prevent him from drinking the poisoned drink.

It should be remembered that even if they do save the life of the President within moments 6 people die and 20 are injured from shrapnel as the cannon blows apart (due to the metal fracturing through frequent use). It is a terrible and shocking disaster. PCs should ensure if they are on deck when this happens they don't get caught in the blast themselves.

With history restored they need only apprehend Father Damocles. While he makes token attempts at avoiding them he doesn't travel in time and so they should soon be able to apprehend him.

Father Damocles is unrepentant saying they will soon see he was doing God's will. He'll refuse to elaborate further, leaving the PCs to wonder what Holy Age hoped to achieve through this minor alteration which was easily undone.

THE HOLY AGE

This may be the first time the PCs have encountered a member of the Holy Age but their Tether will. They are an extreme faction of the Catholic Church who had been gathering information on time travelers and recovering anachronistic technology. This is largely due to how many time travelers tended to visit religious events throughout history.

LIKELY INVESTIGATION STRUCTURE

1. The PCs thwart an attempt to assassinate President Tyler on the *USS Princeton* in 1844, capturing a member of the religious group *The Holy Age*.
2. Reporting back to the Citadel they discover that *Demands* have been received from the Holy Age and their prisoner must be released. Somehow the early 20th century has been utterly changed, with the creation of a *Holy Empire*.
3. The key change appears to be that King Umberto I wasn't killed due to a case of *Mistaken Identity*. The anarchist who was supposed to kill him had instead killed a restaurant owner who looked exactly like King Umberto I and was also called Umberto.
4. An investigation into this double finds a *Life Lived In Parallel*. Both Umbertos were born on the same day, in the same town, married women with the same first name on the same day, and the restaurant was opened on the same day King Umberto was crowned.
5. Looking into his birth reveals the creation of *Time Twins*. Where once there had been one baby there were suddenly two. To avoid complications, the new baby was placed with a foster family, raised in secret.
6. The source of this phenomenon is the placement of a *Lynchpin* on the USS Princeton preventing the total restoration of the original timeline. It is this device that the Holy Age is using to hold Time-Watch to ransom.
7. PCs must *Doubleback* to remove the threat of the Holy Age and rescue their time lost comrades.

At some point, the Catholic church was able to reconstruct a working time machine. Calling themselves the Holy Age they at first set about protecting important religious events and recovering holy relics lost to time.

Members increasingly become displeased with this role. On many occasions, they discovered that important moments from their holy texts were either wrong or simply didn't happen. What they saw of the future also revealed an increasingly godless world.

They decided that history needed a helping hand to get back on the correct path. God's divine plan would manifest through them.

There have taken extreme measures to ensure the survival of the church and engineered 'miracles' that will increase the public's faith.

The Holy Age only take recruits from the church. They are most active around 500 BC to the 15th century both becoming involved in religious events and helping shape the development of the Catholic church.

Their ultimate goal is the creation of the perfect timeline, creating heaven on Earth. They have a tend to characterize the TimeWatch as demons, who want humanity to suffer.

DEMANDS

Returning to the Citadel with their prisoner the PCs are given grave news by their mission commander. While they were gone the Holy Age achieved a major victory. In the early 1900s, Italy gave control of several of its' colonies in Somalia to the Catholic church, creating numerous holy cities that expanded throughout West Africa during the 20th Century.

Before a team could be assembled to undo this alteration they lost contact with nearly half of the TimeWatch agents already in the field during that time period onwards. Subsequent teams dispatched to that era have also vanished.

They have received a message from the Holy Age to release their members and not attempt to erase their Holy Empire or there will be serious consequences. Citadel scientists confirm that there are choral storms active from the 20th century onwards, indicating history is under immense strain.

Since the PCs were able to navigate back to the Citadel safely they've been elected to transfer the prisoners, including Father Damocles to the Holy Empire on January 1st, 2011 as requested by the Holy Age.

The PCs are expected to discover how the Holy Empire came about, prevent it, and rescue the missing TimeWatch agents. Discretion is advised as the Holy Age will doubtlessly attempt to stop them.

HOLY EMPIRE

The Holy Empire is situated in the city of Asmara in Eritrea, a country in the horn of Africa. It is an impressive city, resembling Vatican city but on a much bigger scale. This is an important seat of power, with numerous churches and shrines. The streets are choked with tourists and pilgrims.

Its power extends into the neighboring countries of Ethiopia, Sudan, and Djibouti. Not only do they control peoples' faith but the region is rich in resources that make the Catholic church very wealthy and have a great influence on world affairs.

The Holy Age has members in the upper echelons of the Catholic church, as bishops. The secret of the Holy Empires' creation is known only to a select few with the majority of the church (as with the rest of the world) not knowing another history ever existed.

The PCs are sent with 10 prisoners, all captured Holy Age members. The co-ordinates take them to the Great Church, in the center of the city. They are met by priests briefed on the time travel conspiracy, who ensure that the prisoners are safe.

They are led by Bishop Snow, who expects the PCs to take a message back to TimeWatch. They will be allowed to continue protecting history from external threats but they are to leave the Holy Empire alone. There is no reason that the two time travel organizations can't operate side by side.

If asked about the missing TimeWatch agents Bishop Snow only says that they are lost and are, as they always have been, on the wrong path to Salvation. Snow is confident that the disturbances in time will pass once history has adjusted to their guiding hand and things will only get worse should TimeWatch try to interfere.

The PCs are then invited to explore Asmara and think about where they put their faith.

This is a chance for PCs to start investigating how the Holy Empire came to be and its impact on the world. Luckily for them, there is plenty of freely available information for tourists to learn about the city. This can take the form of guided tours or guide books not to mention online resources.

The point of deviation appears to be that King Umberto I of Italy was not assassinated on the 29th of July 1900. He didn't die until the 11th of November 1910. He'd always been a supporter of the Holy See and only increased his loyalty to the church.

Italy was renowned for making tactical and political decisions that always benefited the country. King Umberto I attributed this to the advice given to him by the Catholic church which came directly from God.

In return for their advice King Umberto I gave the church control of Italy's colonies in Africa. Following the 1st World War, the church gained increasingly influence persuading countries that they should be united in one faith.

As other empires crumbled they gave their own colonies to the Holy Empire in exchange for financial support and guidance in the wake of the world conflict. This spared the world the Second World War but there were many more 'crusades' as the church fought against forces in the East that resisted the spread of their religion.

By the 21st century, the Holy Empire is close to becoming a world religion. Most world leaders are Catholic creating a greater sense of unity. While the Holy Empire has provided charity to thousands in many places religious extremism has repressed freedom of expression and liberalism.

TIMELINE

February 28th 1844	Disaster on USS Princeton
March 14th 1844	Birth of Uberto
July 28th 1900	Assassination of Ubertwo
July 29th 1900	Assassination of King Uberto
1 Jan, 2011	Release of prisoners to the Holy Empire

This is by no means a terrible reality but it is very different from what should exist. It should disturb the PCs just how much of a success the Holy Age has achieved and indicate how fragile the nature of time is.

MISTAKEN IDENTITY

The first place the PCs should investigate is why King Umberto I wasn't assassinated. This is best done by visiting the date that it is supposed to happen.

This occurs in the Italian city of Monza on July 29th, 1900. The king is there to award medals to athletes. Arriving by carriage the king takes to a podium, giving out the medals and congratulating them in front of the gathered crowd.

In the original history, after climbing back into the carriage, the anarchist Gaetano Bresci is supposed to burst out of the crowd and shoot the king 3 times.

If the PCs are present this doesn't happen. If they are close to the open carriage they do hear an interesting conversation between the king and his aide-de-camp General Emilio Ponzio-Vaglia about the remarkable encounter they had with a restaurant owner in the city, also called Umberto.

The king can't get over their physical similarity and the similarities in their life. He requests that his double be summoned to the royal castle so that he can make him a Cavaliere of the Crown of Italy.

General Ponzio-Vaglia explains that unfortunately he was shot dead the night before. The king expresses his sorrow and says he feels as if he has lost a brother. He plans to attend the funeral and orders that arrangements be made.

This exchange should put the PCs on the track of the second Umberto. It isn't hard to find out from locals where the restaurant is. Anyone asked will confirm the likeness between the restaurant owner and the king.

If they go back one day they can be present around the restaurant when the owner (here forth called Umberto) is killed. During the night the anarchist Gaetano Bresci enters, having arrived in the city planning to kill the king the next day.

Gaetano Bresci hates the king for allowing General Fiorenzo Bava-Beccaris to fire a cannon into demonstrators on the 7th of May 1898. 100s died yet the king congratulated the General for his actions.

The anarchist can hardly believe his eyes to see the very man he came to kill taking orders in the restaurant. He decides that this must be some strange game the king is playing, pretending to be a commoner.

After the last customer has left Gaetano shoots the innocent Umberto and flees the city. He is captured two days later (July 30th) and arrested for murder.

PCs can attempt to correct history at this point in two ways. They could try to kill King Umberto themselves but this will draw the attention of Holy Age agents trying to stop them.

Alternatively, they could prevent Gaetano from killing the restaurant owner so the original assassination plan can take place. This will be harder for the Holy Age to prevent since they know the anarchist historically did carry out the assassination and they themselves are unaware of why this was changed.

Gaetano could be persuaded if the PCs convince them they are also anarchists or they could find a way to make it clear that Umberto is not the king. An extreme measure might be to kill Umberto themselves (he was killed historically).

Once King Umberto I is assassinated the Holy Empire is wiped from history. This will lead to repercussions as the Holy Age act the Lynchpin, creating chaos as doubles appear throughout history.

To truly resolve the situation the PCs need to find out how Umberto came to be. To this end, they need to research his past.

LIFE LIVED IN PARALLEL

Like the king Umberto was born on March 14th 1844 in the town of Turin.

He married a woman called Margherita the same day (21st April 1868) the king married his cousin Margherita.

Both served in the army at the same time in 1866 and 1870.

They both had a son who they had named Vittorio.

Umberto opened his restaurant in Monza the same day Umberto was crowned king of Italy.

PCs can be present when the King meets his doppelganger, the encounter he was reminiscing about on July 29th. The two are very perplexed about the similarities, as are most of those in the restaurant at the time.

TimeCraft reveals that Umberto and Umberto have the same time signature, effectively they are the same person. A 1 point spend indicates that such parallels are common in divergent timelines, where despite the changes in events and circumstances people often subconsciously take the same actions as their counterparts.

This theory can be further confirmed by speaking with Umberto. He will occasionally make reference to events that didn't happen in our timeline. *History (Contemporary)* can be used to test where these points diverge. This lies in the events of the USS Princeton.

Umberto knows that President Tyler died when a cannon exploded and was replaced by President Willie Person Mangum. He heard about this when he was young and during the war, he was reluctant to be around cannons and doesn't like the idea of being on a ship.

This would indicate that Umberto originates from the divergent universe created when the Holy Age altered events on the USS Princeton. The problem is that PCs can travel up and down Umberto's timeline and he exists in our universe since he was born. If he is from a parallel reality there is no point at which he can be inserted, except at the start.

TIME TWINS

The PCs can investigate when King Umberto was born. The Royal Palace of Turin is obviously well guarded but time travelers will have little problem getting in with their autochron. The trouble is that they need to get close to his mother Archduchess Adelaide.

When she is giving birth the room is filled with doctors and midwives. There are guards on the door keeping everyone else out during this delicate time. The only way for the PCs to be present is for them to either hide or impersonate doctors or nurses.

Only one baby is born but as it inspected everyone present feels a moment of nausea and experiences double vision. It passes in a second but there are suddenly two identical babies.

If the PCs don't intervene it is decided not to tell the current king as not only is the appearance of a second child unnatural it could complicate the rules of succession. With the Archduchess passed out due to fatigue the medical staff and courtiers decide to put the new child with a foster family in Turin.

This child will never fully integrate into the prime universe since his place has already been taken. This is why he retains memories of the alternative timeline which now never happened. He is the bridge between the two universes, a physical manifestation of the trouble the Lynchpin has caused.

The PCs can take the baby themselves, either using persuasion or force. This eliminates Umberto from history, again erasing the Holy Empire, but now they need to look after an infant until the situation is resolved.

As long as they were present during the appearance of the child their autochrons will register the source of the phenomena, originating in Alexandria, Virginia. This will lead them to the Lynchpin.

LYNCHPIN

The cause of all their problems lies in the Lynchpin. Developed by the Holy Age it records and preserves the timeline that it passes through. When it detects the use of an autochron it reverses its chronon field. In effect, it is like trying to push two magnets of the same polarity together. They actively repulse each other, preventing the two timelines from merging completely.

Father Damocles planted the Lynchpin (the size of a small, tin box) inside a crate in the USS Princeton's cargo hold. The Holy Age knew that TimeWatch would restore history allowing them to hold time to ransom.

The plan was only to blackmail TimeWatch with the resulting stress the two timelines were put under. It was an unexpected bonus when the TimeWatch agents went missing, trapped in the divergent universe, and prevented from returning while the Lynchpin was active.

They had no way to know that a duplicate of a historical figure might slip into the main timeline. There may very well be other duplicates created who never meet or at least never impact on history.

The Holy Age took advantage of the extended life of King Umberto without realizing how it had happened. Only with the PCs interfering have they made the connection and put efforts in place to ensure that nothing changes.

If the PCs travel to the USS Princeton from Turin without moving in time (or at least arriving after the events of February 28th, 1844) they find it is in the docks under repair.

There is an inquiry into the disaster and the cannons are being inspected to ensure that such an event can't happen again. This means there are many people coming and going on the ship, allowing the PCs to get on without too much trouble.

Searching the hull or using *TimeCraft* can allow them to locate the Lynchpin. At this point, the damage is already done. They must ensure that the device is deactivated before the Peacemaker cannon is fired.

PCs may encounter Holy Age agents here, who may have moved the Lynchpin. Realizing what the PCs plan the Holy Age agents will travel back to February 28th.

DOUBLEBACK

To finally defeat the Holy Age the PCs must once again be on the USS Princeton on February 28th. This is fraught with the potential instability should they interfere with the actions of their previous selves they will also have to deal with Holy Age agents protecting the hidden Lynchpin.

The Holy Age agents inform the sailors about the presence of the PCs and that they pose a danger to the President. Not only will the PCs have to make sure that they are not apprehended but they must ensure that the sailors don't interfere with their younger selves before they can foil Father Damocles' plan.

As long as history doesn't diverge the Lynchpin can be deactivated or destroyed. This allows the lost TimeWatch agents to return to the Citadel, with tales of being trapped. The PCs younger selves will return to the Citadel unaware anything has happened and merging with the current PCs.

This is a major setback for the Holy Age. The agents sent by the Holy Empire are erased from history as the events that created them are wiped away.

If the PCs bring the lynchpin (or what is left of it) back to the Citadel it can be reverse-engineered. This will allow TimeWatch to nullify its effects in the future further weakening the Holy Age.

Depending on the PCs actions Umbertwo might still exist in the main timeline, as a curious story of an unlikely coincidence.

"STOP ME IF YOU'VE HEARD THIS BEFORE."

SUMMARY

Robert Pumpkin is a failed stand-up comedian hailing from the near future. His problem is that no one laughs at his jokes, not even his catch-phrase "Stop me if you've heard this before."

He was about to give up on his dream when he stumbled across a dying time traveler and decided to take his auto-chron for himself. He used it to seek out a way to make people laugh, whether they wanted to or not. Having some knowledge of history and science he headed to Kashasha in Tanganyika (what is now Tanzania) in 1962 to find the cause of a laughter epidemic.

He was shocked to encounter an older version of himself who revealed he was responsible for infecting three girls at a mission-run school with an airborne fungus that caused the laughter. The older Pumpkin explained that he obtained it from Strasbourg in 1518, something that the younger Robert still had to do.

Robert was skeptical but his older self provided him with a canister containing the fungus and suggested that he try it out. Once he believed it worked he could fulfil his destiny. To this end Pumpkin traveled to 1974 and performed on-stage at the Improv, secretly releasing the fungus.

The result was a contagion that sweeps through New York and will gradually consume America and then the world. This change to history gets the attention of TimeWatch and the PCs are dispatched to find out what is going on and prevent it before humanity is wiped out.

'This is the way the world ends. Not with a bang but a chuckle.' – A Misquote of TS Eliot

Sent to 1974 New York, where a laughing epidemic has broken out and will continue to spread across the country, the PCs need to know when and where it first occurred to prevent its spread. They are advised to be careful and informed where and when TimeWatch has set up somewhere they can go for emergency medical treatment.

Things are bad when the PCs arrive, with the city in chaos and the sound of manic laughter echoing through the streets. Victims can't help but laugh, with the worst cases dying of exhaustion. Some are manic, dancing, or rampaging. They encourage others to join them, in ever-increasing

LIKELY INVESTIGATION STRUCTURE

1. The PCs are dispatched to New York in 1974, to investigate a laughing epidemic that is bringing the city to its knees. They find out that an outbreak occurred in the Improv comedy club on March, 21st.
2. Traveling to the night of the outbreak they not only encounter some comedy legends during their early days but also the very unfunny Robert Pumpkin. When his act doesn't get any laughs he releases a canister of gas which soon has everyone in hysterics. Stopping him reveals his encounter with his older self in Kashasha.
3. Following the trail, the PCs now must stop the older Pumpkin at Kashasha or jump back to Strasbourg in 1518 to find out how he obtained it.
4. Finding further outbreaks throughout history the PCs learn they are dealing with The Colony. To stop it spreading they must deal with the carrier, Robert Pumpkin, preventing the epidemic before it begins. The clue being the dying time travelers final words 'St. Anthony's Fire.'

groups. Those who die rapidly decompose, consumed by fungus.

The city has been quarantined by the Centers for Disease Control and Prevention (CDC) but is having little luck. Just hearing the laughter can trigger hysteria. They are just beginning to work out that the initial outbreak was caused by an airborne fungal spore centered on the Improv club but they are perplexed that some victims show no sign of infection.

PCs have the opportunity to help uninfected members of the public escape from hysterical mobs, only to see the people they've saved begin laughing uncontrollably. PCs might begin to feel the effects themselves (either they have been infected or they are succumbing to the hysteria).

If the PCs have experience with the Colony they might recognize the symptoms.

For added suspense TimeWatch might keep knowledge of this entity on a need to know basis, especially since it seems to implicate TimeWatch in a pretty major paradox.

Speaking with the CDC, stealing their data, or carrying out Research lets the PCs know that the first incidences occurred at the Improve club on March the 21st. This should be their target destination.

ROBERT PUMPKIN LIVE AT THE IMPROV CLUB

The Improv club is situated in Hell's Kitchen and played host to a number of big names. Anyone of them could have been due to perform on March 21st or simply been in the audience. After the first scene, this is a chance for the PCs to meet some celebrities and have some laughs.

Amongst all the well-known names the PCs will also meet unknown NPCs. Robert Pumpkin is there, nervous about going on stage and shouldn't immediately stand out as being out of place. Instead, he can act as comic relief, maybe knocking over drinks or tripping over a chair to establish his nerves.

It isn't until he goes on stage and starts bombing that the PCs should really start paying attention to him. It is at this point he brings out a canister, promising that this would make them laugh. If not stopped in time the fungal spore is released and the crowd begins to laugh hysterically. The PCs should have to make an Athletics check to hold their breath in time.

If they act fast enough they can stop the problem before it begins. If they fail they can either quarantine the club, preventing it from spreading, or attempt to swap out the canister before Pumpkin goes on stage (maybe being responsible for tripping him earlier so they could make the switch while he picked himself up).

If challenged Pumpkin will attempt to escape, putting enough distance between him and his pursuers to use his autochron. This could lead to a time chase, with Pumpkin having a preference for chases in comedy movies such as appearing while they are filming the car chase from *'The Blue Brothers'* or any of the *'Keystone Cops'* movies.

If they catch him The PCs can interrogate Pumpkin who explains that he got his time machine from a disfigured older man who collapsed in front of him. His final words were *'St Anthony's Fire'*. He took the time machine and encountered his older self. Robert estimates his double was about 10 years older.

He'll use this as evidence that they can't stop him, as that would create a paradox. They have to let him go in order for him to travel to 1518 and then give himself the canister in 1962. Indeed, this appears to be supported as they are informed that the laughing epidemic now occurs in 1962,

spreading through Africa first before consuming the rest of the world.

If Robert is told that releasing the spores in the club results in an epidemic in the 1970s he is horrified. He can't understand why he would trick himself like that. All he wants is people to laugh at his jokes. He promises he will help them but it is their choice whether they allow him to accompany them.

Examination reveals that Pumpkin is himself infected but isn't displaying any symptoms. If they fail to check the infection will continue to grow, with Robert increasingly falling under the sway of the Colony. He is now a carrier, spreading it through time.

TANGANYIKA, 1962

The laughter epidemic starts on January 30th, 1962 at a girls boarding school. Three girls are the first victims but it spreads to 91 other girls over the following months. The school closes on March 18th with the girls sent home. This causes the infection to spread to other children and adults as the girls return.

The epidemic is slightly different, in that the symptoms are less severe, diminishing after 15 hours. If the PCs apprehended Robert and they prevented the epidemic in 1974 the situation changes in 1962. Those recovering suddenly get worse and the infection rate increases. Somehow by changing history in the 1970s they've changed things in the 1960s.

Going to the day of the outbreak they can attempt to catch the older Pumpkin in the act. If they are too late they might only find the discarded canister. If they stop him they find that the epidemic still occurs but on February the 20th, when the young Robert Pumpkin arrives (spreading the infection he is already carrying).

If they travel to February the 20th they can witness the meeting of the two Pumpkins. If Robert is co-operating with them he will let them know exactly where and when this occurs. If he goes with them he runs the risk of choral instability.

Should the PCs allow this meeting then the situation won't get any worse. They can also try to catch the older Pumpkin. His health is much worse and should they examine him they find that he is dying from the fungal infection. He is aging rapidly and while he might look 10 years older he is Pumpkin from only a few days (or weeks) in his future.

Tired he will repeat his catch-phrase and say that he has encountered the PCs in 1518. He explains that they can't stop him because this is all supposed to happen.

Time is playing the joke on them and the death of humanity is the punchline.

PCs can help local authorities contain the epidemic in an attempt to contain it but they still have to find a cure.

STRASBOURGH, 1518

Located in France, and currently part of the Roman Empire, the outbreak occurs in July. The Colony has manifested in the crops, not unlike the ergot fungi. Beginning with one laughing woman dancing it spreads to 34 within a week and 400 within a month. Simply being close to an infected person is enough to compel others to join them. Victims become violent if restrained.

The authorities believe that there is some supernatural explanation, with physicians suggesting that the victims be encouraged to dance more. Victims are placed in guildhalls and the grain market, while musicians play (before they too become infected). Stages have even been built for the dancers.

The Colony started with the simple intention of spreading its influence and having the human host exhaust themselves so that its fungal infection could spread through their bodies. It spread initially by spore but it has also used its mental abilities to ensnare others. Humanity wants to be part of something more, willing to join a larger group especially if they appear to be having a good time.

Its plan changed when Robert Pumpkin arrived with his time machine.

In the original timeline, there was no Tanganyika outbreak so Pumpkin came here first. The Colony infected him and had him travel to 1962 to start an epidemic there. Even if TimeWatch did turn up to eradicate it in 1518 the Colony would still thrive elsewhere.

This changed Pumpkin's past so that his younger self did travel to 1962 first, meeting his older self. To prevent a paradox the Colony had Pumpkin persuade him to again travel to 1518 (and also taking the opportunity to spread the infection in the 1970s).

The Colony is linked to the fungal infection in all time zones. Each time the PCs have thwarted its efforts it has increased its infection rates in the other time zones, hoping to spread quickly enough to change history and wipe the PCs out before they can deal with that outbreak.

During this dark time, the PCs can feel that things are out of control. There is still another Robert Pumpkin to catch and there is no recorded data where he will appear, nor do they know exactly when the outbreak begins to prevent it from happening.

They can examine the local crops and find the infection. This area could be protected by mold-colonized drones, adding some action to proceedings. The PCs can try to get locals to help them deal with these protectors or simply try to burn the crops to eradicate the infection.

Staking out an area or asking locals about strangers can eventually lead them to Pumpkin. He is infected and repeats his catchphrase. However, he puts an emphasis on 'Stop Me'. He is trying to fight the Colony's control over his mind and honestly wants them to stop its plan.

ST ANTHONY'S FIRE

The key to finding a cure comes from the time travelers' last words 'St Anthony's Fire'. *History (Contemporary), Medical Expertise, Research* of speaking to locals in Strasbourg can reveal that it is a common name given to ergot poisoning, so called because those suffering from the disease were sent to be treated by the Hospital Brothers of St Anthony. Indeed locals will talk about sending people there.

The hospital is located at La-Motte-Saint-Didier (present-day Saint-Antoine-l'Abbaye Isère). It is staffed by laymen who have a tense relationship with the Benedictine monks at the local priory. The monks wear black habits with the greek letter Tau in blue.

Patients treated at the hospital show a remarkable recovery from the Colony infection. The reason lays with St Anthony himself. Anthony the Great lived in Egypt between 251 and 356. In addition to being associated with the disease, he is also known for overcoming several temptations.

The most pertinent one is when he was passing through the desert and the devil attempted to tempt him with a plate of silver coins and then of gold coins. Anthony threw them in a fire and cried out 'Oh good Lord, who may escape from these snares?' A voice replied, "humility shall escape them without more."

The hospital takes these words to heart and burns silver or gold (provided through donations), often around the patients. It is the liquid or gaseous metals that repel the Colony (at least this strain of it) through a combination of biological and mental factors (for example the rejection of wealth and humility creates an effective barrier in those who witness the sacrifice).

PCs can witness this or learn this through their research. You could even allow them to travel back to Egypt to meet St Anthony and find that the story stems from his own encounter with the Colony. Whatever the means the PCs now have a cure, helping to eradicate it in all time zones and possibly curing Pumpkin.

THE DYING TIME TRAVELLER

Just who was the dying time traveler who started all this by giving Robert Pumpkin an autochron? There are two options.

Firstly it was an infected Robert Pumpkin. The fungal infection had aged and disfigured him beyond recognition. He was able to make a final jump to warn his young self, giving him the clue to defeating the Colony with his dying breath. Unfortunately, he also infected his younger self. This might still happen, as the older Robert Pumpkin could be incurable by the time they encounter him. He will volunteer to make the trip so that they can find a cure and not suffer a paradox by preventing this final meeting.

This does raise the problem that the autochron is stuck in a loop and so appears from nowhere. To solve this the PCs might give him one of their autochrons to start the cycle. They can then swap it for 'his' autochron closing the loop.

Secondly, it could be one of the PCs. If they have become infected this can be a way for their death to have meaning. They could even introduce other factors that tweak events in the favor of the PCs (maybe giving extra clues to help them this time around.)

If they prevent Pumpkin from obtaining the autochron at all they still have to deal with the Colony outbreak in 1518 as well as dealing with the chonal instability that this has caused. If they do get infected the Colony will learn what happened and try to compel them to travel back to the future and die in front of Pumpkin to cause the cycle to start again.

YOU HAVE TO LAUGH

A final way to deal with the situation is to remove Pumpkin's motivation to find a way to make people laugh. They can simply travel to his native timeline and be in the audience during his act. As long as they laugh the rest of the audience will join in. This will give Pumpkin the confidence to improve his act and he will be successful.

Even if a time traveler does appear in front of him he will resist the temptation to travel in history, preferring to stay in the present.

If you want to resolve the adventure here it could be that originally Pumpkin was responsible for bringing the Colony spore back to 1518 originally. The Colony used the loop to bring itself into existence and if they break that cycle it will no longer exist.

The joke will be on the Colony and the PCs get the last laugh.